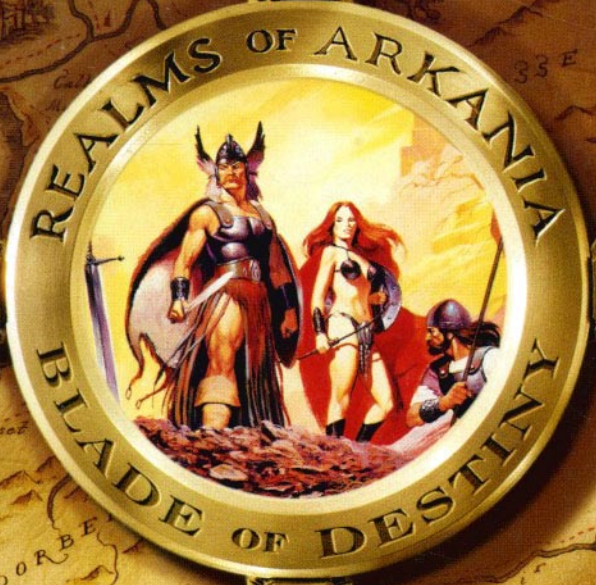
REALMS™ of ARKANIA



Clue Book

A Fantasy Role-Playing Simulation

SIR-TECH

About this Hint Guide

Realms of Arkania: Blade of Destiny covers a continent of adventure. With its many cities, stories and citizens, it's only natural that even the most experienced player needs a hint every now and again. You'll find all you need to know right here in this hint guide. From maps of the cities to Arkania's creatures and treasures, this guide is the perfect companion to Blade of Destiny.

Wanted: Your Opinions!

How did you enjoy your time in Blade of Destiny? What did you like? What didn't you like? Do you have any new ideas? If so, we would like to know. Your opinions count, and help us to develop the best programs around. Write to us at:

Realms Suggestions
Sir-tech Software, Inc.
P.O. Box 245
Ogdensburg, NY 13669

Still Have Questions?

If you're stuck in Realms of Arkania, and you can't find the answers to your questions in this hint guide, we have someone waiting to help you.

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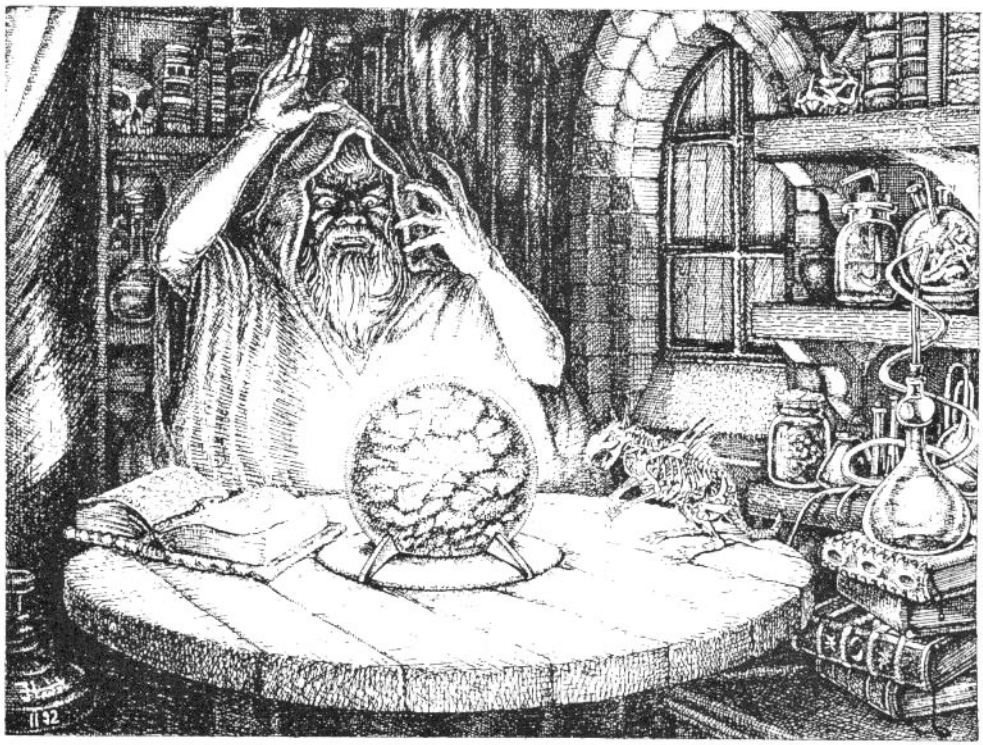
Realms of Arkania



Blade of Destiny
Clue Book

Applications Software by ..... Attic Entertainment GmbH
Das Schwarze Auge Game Universe by ..... Schmidt Spiel + Freizeit GmbH
Clue Book by ..... Brenda Garno
Game Research Maestro ..... Quentin Spooner
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Welcome!

Welcome to the first adventure in a brand new series of fantasy role-playing games, Realms of Arkania! Sir-tech Software, an innovator and leader in the field of computer entertainment, takes the magic of Germany's #1 role-playing system, Das Schwarze Auge, and brings it to gamers throughout North America.

Das Schwarze Auge, a detailed and rich role-playing system, has captivated German gamers for years — selling over 2 million copies since its release in February, 1984 — and has established itself as the country's most popular pen and paper system. Attic Entertainment, in combination with Fantasy Productions, began the task of converting the system, its innerworkings and its intricacies to the computer, working closely with Schmidt Spiel + Freizeit, publishers of the Das Schwarze Auge game universe.

The result? A best-selling and award-winning computer game embraced by gamers throughout Germany . . . but not the world.

And, that's when Attic connected with Sir-tech Software at the European Computer Trade Show in London, England in September, 1992. The meeting was certainly enthusiastic. Sir-tech, publisher of the legendary Wizardry series, was eager to take on a new endeavor, while Attic, talented in design and the Das Schwarze Auge universe, hoped for a North American outlet for an English translation of their already successful game.

Work began. Sir-tech's development team grew intimately familiar with the game, testing and perfecting each crucial system. Through translation, through alpha test, beta test and gamma test, everything was fine-tuned.

And, in June 1993, Realms of Arkania: Blade of Destiny was released. A new generation of role-playing games began.

You've created your party, headed into the wilds of Arkania and even have a few notches on your sword . . . yet certain nagging questions remain. Could you have created a better party? What's the best way to handle combat? How do other players play?

You will find the answers to these questions and more in this section of the clue book. Sir-tech staff, beta-testers and even Attic Entertainment offer inside strategies to get you and your party on the fast track to end game! Keep in mind, though, that everything contained in this section is a suggestion and that the best strategies often work together with a person's gaming style.

The Definative Party & Strategies, ***Michael Percell, Realms Tester***

When creating a party, try to include as many spell casters as you possibly can. I have found the following configuration to be very effective in fighting and magic power.

- **Dwarf**: Has good axe and missile skills, strength, magic resistance, lock picking and perception skills. Dwarves also begin the game with more money than any other character class.
- **Warrior**: Has very good sword skills, strength, and can carry more items. Warriors, like Dwarves, begin the game with a very helpful amount of money. Most importantly, they can use any weapon.
- **Ice Elf**: Has decent pointed weapon skills, and good missile skills. They have some very useful magical skills, can wear armor and use a crossbow.
- **Green Elf**: Has decent pointed weapons skill, very good missile skills, and can fight reasonably well. They have very useful magical skills, can wear armor and use a crossbow.
- **Druid**: Can wear some armor, has good magic resistance, can use missile weapons, has good Domination magic. Also Druids can use poison, bows and perform Alchemy.
- **Magician (Combat)**: Has good magic resistance, can use thrown weapons, has very good combat magic. Magicians can use poison and perform Alchemy, too. What's more, they can increase combat magic spells by up to 4 points per level, as long as combat is their specialization.

But more about that Dwarf . . . make sure you create a Dwarf for your party, and have him lead your party wherever other professions or skills do not apply. When creating your Dwarf, make certain he has a high courage and strength. This will give him good magic resistance and good carrying capacity. Also, you should always increase the lock picking skill to its maximum. Increase his perception skills in the same manner. As your front character, a high charisma is appreciated.

The best way to make the Dwarf is to use "New Attributes" and "Select Archetype" to place the attributes where you want. If you are not happy with what the computer gives you, regenerate the stats until you get what you want.

When creating and captaining my party, I also keep these other points in mind, and hope they'll help your party to win Arkania.

Michael Percell's Strategies:

- Money makes the world go round: While creating your characters, try for the most! Realms assigns money to a character just after you choose the character's Archetype. So, the secret is to select the Archetype again. To do so, regardless of how you create your character, click Change Attributes followed by ESC or the right mouse button. Next, click on Select Archetype. Realms will offer the same options as before, after all, you haven't changed anything. However, Realms will re-roll the character's money - often doubling the previous amount! A Dwarf can get up to 200 gold ducats (yet another reason to have a Dwarf in your party). The Warrior can get up to 100 gold ducats. I have only been able to get 20 for my other characters.
- You should make one character good at tracking. It's necessary in Arkania's wilds if you hope to replenish your food and water supply.
- Your first character should be able to fight and pick locks. In my opinion, a Rogue is not necessary. Any character can learn his or her skills.
- Your lead character should also have a high charisma and high perception skills.
- Be sure to give the Movement (Acceleratus) spell to all your spell casting characters. It is very useful in combat when your group is outnumbered. I use it at the beginning of combat on all my guys. Always increase their Combat (Fulminictus) and Movement (Acceleratus) spells to their maximum.
- Buy the best weapons your characters can use. Put a bow on the Druid. Make that his primary weapon, with a dagger as the backup weapon for him. Place crossbows on the Green Elf and Ice Elf. They are very effective with these weapons, and do not have to be right beside the creature they are fighting. The Dwarf should use an axe and the Warrior a broad sword.

Bill's Top Seven Strategies, *Bill Beckham, Realms Tester*

1. I find that the Warlock/Witch class has few useful spells, gets hit too easily, and can't fight for beans, so there's no need in taking one.
2. Because only 16 spaces are open in your backpack, load up on herbs like Four-Leaf Loneberries (you can put 99 on 1 item slot). They will heal your characters, and are cheaper than healing potions.
3. Put as many spell points as possible on your Magician's penetrating and teleporting spells. It makes getting into hard to reach areas easy.
4. If you have a good weapon and it breaks, don't use it. If it breaks again before you fix it, it will be lost forever.
5. Save often (in the Temples) so you can go back for a better strategy.
6. The more opponents in your first encounter, the more experience points you can get. (You get less experience points for a creature after you have already been through a combat with their type. After all, most of your learning occurs the first time you encounter something new.)
7. Put Shurin-bulb poison on your swords and wands for those really hairy fights.

Barry's Power Party, *Barry Gelfand, Realms Tester*

I like role-playing games, and am willing to accept some challenge at the beginning of a game in order to have a strong end-game party. After some experimentation, I decided on the following: Female Warrior, Male Dwarf, Male Ice Elf, Male Silvan Elf, Female Green Elf, Magicienne.

During creation (in Advanced Mode-to take advantage of skill point increases), I gave the extra points as follows:

Warrior	2-handed sword, physical skills, interactive skills, survival, and 1-handed sword.
Dwarf	Axes, edged weapons, physical skills, intuitive skills, and lock picking.
Elves	Sword, edged weapons, missile weapons (Silvan and Green), swim, climb, intuitive skills, nature skills (Ice and Silvan), instrument (Green), combat magic, healing magic, clairvoyant magic.
Magicienne	Pole arms, specialty in combat magic, swim, climb, intuitive skills, herb lore, arcane lore, combat spells, healing spells & demonology.

Whenever a character gains a level, I increase the same skills and magic I concentrated on during creation.

In the case of the Magicienne, I convert 10 skill increase attempts to AP and 5 skill increase attempts to magic increase attempts. (Note: during Combat spell increase, don't neglect Ignifaxus, and for Healing don't forget "Pure and Clear.") Add points to Foramen to open doors.

During combat, my Magicienne hangs back while the enemy closes on all the other characters. The Elves cast Lightning to blind their opponents, while the Warrior and Dwarf do the best they can (*if they are on adjacent squares, they can't be surrounded on 4 sides*). The Magicienne circles the area casting Fulminictus and Ignifaxus as needed, and drinking potent magic potions whenever AP gets low. By level 3 this party is pretty good, and can only get stronger.

I need money! *Bill Dedi, Realms Tester*

Are your characters tired and need a rest? Can't afford that new spiffy piece of plate mail you just saw the other day? Want to kill with the best sword money can buy? Well, you can have all of that and more, just by going for a walk. A walk you say? Yes, a walk. All one needs to make money while walking the countryside of Arkania is someone that has the ability to forage for herbs (the Herb Lore skill). With their skill, they will almost certainly gather some. Then, when you return to your nearest town, all you need is someone to sell them. I would recommend someone that can get a good price (the Haggle skill). After a few good treks, you should be able to afford anything your little heart desires.

Frustrated?

Well, I started this game and became very frustrated. I was getting nowhere. I knew who I had to see, what had to be done, but my characters were such wimps. I knew they wouldn't survive in the training ground dungeon. So instead of getting killed, I went out on the land and sea looking for adventure. While there,

I found things that would help the quest, while at the same time my characters were gaining experience. The key to doing this was to take very careful notes. Why? On more than one occasion I found myself saying, "I remember talking to this person, but where?" Or, "Where was I supposed to shop for the best weapons?" Keep good notes.

About Bill's Party

My party is plain-Jane stuff. Names are dummy for the most part. I make them up on the fly. The consistent name is not original, but I like it and it refers to me.

Who	What	Sex
She-Jester	Jester	Female (Looking at the name)
Thor	Thorwalian	Male
War One	Warrior	Male
Drew	Druid	Male
Witchness	Witch	Female
Gandalf	Magician	Male (ME! Normally Gandalf the Seer)

Creating a Party to Fare Combat Well!
Steven Al & Megan Hartzell, Realms Testers

To achieve success during the play of this game a good traveler of the Realm must choose his team very carefully. Character generation is vitally important to continued success and a long and happy traveling career. Choose wisely the companions you wish to take along for they will likely be the difference between life and death in your journeys!

Once you have assembled your team, the appropriate attire is necessary for that jaunt through the wilderness. Don't skimp on the essentials, like boots, armor, helmets, etc. A good weapon will always be by your side, but plan for the possible loss of the same with an appropriate backup. I recommend ALWAYS taking along an archer as a team member, they make very good long distance threats to your enemies.

Once properly attired for your sojourn, one should look around to acquire as many magic potions as possible. In the beginning, most Magicians are barely capable of standing and making the journey, but during a fight they can provide formidable assistance in dispatching opponents.

And, this brings us to the beginning. Where should one start? Your experiences build your character and your team into a fighting machine unmatched in the land, so what is the easiest way to develop the characters? There are several, but I prefer the City of Daspota. It is a pirate cove and a real nightmare if you open the wrong door, but if done with the appropriate care, your team can become quite powerful in a short amount of time.

Our personal choice for team makeup has been two Thorwalians (good fighters), a Rogue (good traders), two Magicians (you can never have enough magic) and a Hunter (doubles as a good scout while traveling and an excellent archer during combat).

And this leads us to combat. Although you can use the "computer" to control

your team during combat mode, we strongly recommend against it. The computer does not understand strategy and tactics and will put your characters at a great disadvantage consistently.

Do yourself a favor and study the combat aspects of the game thoroughly.

- A fight can be won or lost based upon placement of the correct member in the appropriate position.
- You will find that your opponents will not advance once contact is made with one of your team members. With this in mind, advance your fighters first to engage the opponent and "freeze" it.
- Keep your archer and magicians back at least one square to fight from a distance. As with artillery in the modern world, these individuals can cause great damage while not incurring any. *It is vital that you do not allow your magicians to become directly engaged with a tough opponent.* Unless they have poisoned their wand, they will take the brunt of the attack with their chins.
- Although Fulminictus and Lightning are powerful spells cast over great distances, Terror Power, Accurate Eye and Illusion spells also assist in the conflict.

After combat comes the spoils of battle. Every good adventurer should have a minimum of 2 Whirlweeds in his or her inventory. These can greatly assist you in recuperating from the devastating blows incurred. The Four-Leaf Loneberry, though not as good as a Whirlweed, can fill in those gaps where you may come up short. There are several other very useful herbs, but I shall leave you to discover their benefits during your travels.

Along the way, you will meet many interesting people. Discuss with them whatever may be on your mind; they have a lot to say and some of it may be beneficial. While in a pub, be certain to use your abilities to relieve any suspecting rogue of his or her monies. You can feather quite a nest in this fashion, and once you become accomplished at it, ducats will not be a problem! As the opportunity presents itself, always take the time to explore. Remember that the more you do, the more experience points you attain. Always seek out the unknown.

Hack Slashin' Fun,
Jim Reagan, Editor, Ogdensburg Journal

If you want to find a fight, take a journey between cities and don't post any guards when your team goes to sleep. Monsters can't resist a sleeping party!

After you've moved up a level or two, head off to Daspota for a very lucrative and target-rich environment. Nearly every house contains bad guys to kill and vast hordes of stolen loot, but make sure your players are carrying sufficient healing potions and magic potions to survive the ordeal because you'll find second waves of attackers just when you think you've destroyed a nest of bandits. Your best strategy is to clean out one house at a time, go back to Varnhome to save your game at the Temple, and sell off your booty and stock up on new supplies.

Don't get too greedy when you pillage the treasure troves. If you try to carry off too much loot at once, your team may pay with their lives if they are attacked

as they waddle off, each carrying three platemail armors, with only one movement point a piece. Keep in mind, you can go back for what you couldn't carry the first time. Also, spread out the load to make sure that just a few players aren't carrying all the heavy stuff.

Don't waste your Dwarf with that sword! Give him the axe he craves! Give your Elf a crossbow as soon as possible and plenty of bolts.

If you are using the computer fight option, you'll find your Elf has an annoying habit of wading into the midst of the fight and getting too close to opponents to use the crossbow. If your Elf does that, just press any key to return to manual combat mode. When you can move your Elf, take a step or two away from an opponent and use your crossbow manually. Usually, that's enough. When you go back to computer fight mode, the Elf will stay there and keep firing arrows with devastating results.

When you find yourself in a free for all with a host of opponents, you'll also notice another deficiency in the computer fight option. Your well oiled killing team completely forgets the most elementary rules of teamwork and each player heads off on his own, some often dashing ahead of the rest of the party in the thickest part of the enemy ranks, where they are quickly surrounded on four sides and killed.

When you find yourself confronting a vast array of enemies, try these strategies.

- Keep your strongest and most heavily armored characters together, side by side in a straight line so they cannot be surrounded on four sides.
- Have them stand a few spaces away from your magic users, allowing enemies who sneak around behind them to be attacked by both your magic users and your warriors.
- Try to keep your magic users together and position them so their backs are to an exit, allowing them a way to flee if their wounds become severe.
- Make sure your Elves are carrying a weapon besides their bows just in case they find themselves pressed up against opponents without enough room to maneuver or to use their crossbows.
- Once all of your characters are engaged, you can then use the computer fight option without worrying that some especially courageous fool will dash off alone into the midst of the enemy.

If you find the battle starts with one of your characters too far away from his companions, you might try to have him stand in a corner or at least with his back to a wall. That way he'll only have to fight two or three opponents at a time, possibly allowing him time until the rest of the party can fight and carve their way through the enemies to rescue him.

If you find yourself using the computer fight mode a lot, keep in mind that your most injured character will insist on charging back into the fray every time he or she gets a chance, no matter how many times you personally lead them away from the battle.

If you are at loose ends after you've finished the starter dungeon, consider heading to one of the towns where you can pick up an NPC who might consider joining the party. The NPCs have a host of skills and abilities your beginners lack and can provide the kind of boost for your beginners that could mean the difference between life and death.

Quick Walk Through, *Todd Ashley, Senior Games Counselor, Sir-tech*

Welcome adventurers to Realms of Arkania: Blade of Destiny! I will be your guide on this journey, so sit back, grab your long sword and backpack and let's begin our expeditions.

The basic premise of Blade is to find the Blade of Destiny. This can only be accomplished by finding enough map pieces to guide you to the hidden dungeon which houses this forged masterpiece. Therefore, I will reveal to you the secret locations of these map pieces and will also tell you how to obtain them.

The first thing you should do, of course, is outfit your characters with their weapons and armor and then visit a tavern. Here, you will receive a message telling you to visit the Hetman. He can be found in the most western portion of Thorwal. This will start you out on your adventures.

I will only tell you the essential locations you must visit, and will leave out all the "in betweens." You will not be able to get all the map pieces right away and will have to spend a considerable amount of time building your characters to a sufficient level so you can survive the treacherous dungeons and wilderness treks.

You can build up characters many ways:

- At the start of the game, your characters will be very weak. Purchase the best weapons and armor you can afford to wear.
- The first dungeon you should explore is in the southwest corner of Thorwal. Its creatures and combats will offer your characters some experience, treasure and adventure.
- Keep in mind that character building is a slow process and you should put some time and thought into how you want your characters to perform. For example, take the Magician. While going up a level, you have the option to raise one attribute and distribute skill points among various skills. Be careful where you put these points - gaining levels does not occur very often.
- Save your game a lot! At least in every town. That way, if something goes wrong, you will have a backup.
- If you go into a dungeon and get slaughtered, you are probably not strong enough to survive. This is a good measuring tool and it will help you decide which places you would like to visit.
- If a character dies, the only way to have him or her resurrected is to donate money at the Temple of Tsa in Thorwal and then pray for a miracle. Of course, you can always restore a previous save game.

That covers the basics. Take your time and your characters will enjoy long, healthy and prosperous lives.

Locations of the Map Pieces

CAUTION! GIVE AWAY! Do not read this section unless you want to know where all the map pieces are ahead of time!

Where are the maps? How do you go about getting them? The answers are here!

- The first map piece you should look for is in Angbodirtal. Abusive treatment of Beorn Hjallasson will result in a map fragment.
- Isleif Olgardsson lives in Felsteyn and will give you a map piece.
- Ragna Firunjasdotter in Vidsand will part with a map piece only after a polite request to look at it.
- Yasma Thinmarsdotter used to live in Clanegh, but has since moved to Thoss. She once owned a map fragment, but it was stolen by a dark mage. She will tell your characters the exact location of his fortress.
- Umbrik Sevenstones is a Druid from Orvil. He will send the characters on a quest and upon completion, will present the characters with a letter of introduction to Tiomar Swafnildsson in Brendhil. Presenting Tiomar with this letter will result in your characters receiving a map fragment.
- Eliane Windenbek lives in Varnhome and will also send the characters on a quest. When you complete the quest, you'll get a map fragment.
- Jurge Thorfinson is a resident of Skjal. When you visit him, he will send you to Thorwal to get a letter of introduction from the Hetman. When you give him the letter, he will give you his map fragment.
- Treborn Kollberg is a traveling merchant willing to sell a map fragment. Should the characters decline to purchase it when they first meet him, they can always visit him in Clanegh and do so later.
- The Unicorn can be found near Hermit's Lake. Upon meeting this creature, keep your calm and under no circumstances draw your weapons! The Unicorn may reappear after one week, delivering a randomly chosen map fragment.

  NOTE: Often times, a character or person won't be available to your party unless you have been referred to them by someone else.

After you collect all the map fragments, you should travel from Skelellen to Phexcaer because along the way you will discover an Orc's Cave. Inside you will find an important document. After receiving the document, travel from Vilnhome to Phexcaer and your characters will be lead directly to the ruins housing the sword.

The final part of the mission requires the team to return to Phexcaer and march north to Hermit's Lake. About halfway along the route, they will come across a gigantic Orcish army camp. Here they have to choose a champion and hope the gods are smiling on them this day.

Good luck!

Straight from the Developer's Mouth

No one knows a game better than its designers ('cept those of us that play it endlessly day in and day out, of course). And what do they say? Where should you start? What's the scoop on merchants and healers? Find out in this Attic tell all!

At the beginning of the game, the characters should use their stay in Thorwal to equip themselves. We can recommend the arms merchant Grollo, the merchant Stoerrebrandt-Grassberg and Minna Musporeiken's herb shop across the street from the Temple of Peraine. As there is no need for haste yet, this is a good time to build up your magic arsenal, too. Wand Spell #2 is very useful, since it eliminates the need for an additional light in dark caves and dungeons. In the meantime, the team can explore the town and visit a tavern or two. It won't be long till an announcement is made about the Hetman looking for courageous heroes to undertake a mysterious and fabled quest.

Learning About Your Quest

As soon as your team hears the Hetman's announcement, head over to the Hetman's office to accept the mission. Of course, even for future heroes, a mission of this gravity may require a bit of incentive. Just ask the Hetman about payment - he'll give you a writ allowing entry to Thorwal's armory. Once inside, you can equip yourself to the hilt.

Spend an Evening on the Town

In the evenings, an extended visit to the "Four Winds" tavern would certainly do no harm. There, you can enjoy a bottle of stout, some good conversation, and if you make the right connections, you might hear the story of the Ship of the Dead. Should you encounter the ship in your travels, such tavern fodder will likely prove very useful.

. . . and an Afternoon in the Dungeons

Your characters can also use this time to explore their first dungeon. Before leaving . .

- Get decent equipment - it's a must for exploring a dungeon!
- Also, make certain two sets of lock picks are in your backpack so you can whittle your way through those locked dungeon doors.
- A healing potion and some Four-Leaf Loneberries for each character can help cure wounds.

Getting to the dungeon is pretty easy. In the southwest section of Thorwal, look for the Fortress. To enter, bark at the young warrior guarding the gate and insist to see Master Dramosch. If you play your cards right, you'll be inside, and on your way into the dungeon. As you adventure, keep an eye on your stats, and avoid the lower levels of the dungeon until your characters are more experienced.

Heading Out

After smoking out the bandits in Thorwal, your party may be inclined to travel to Felsteyn. There, they can meet with the man the Hetman recommended, Isleif Olgardsson. Of course, you may contact others as well . . . two contacts are better than one. On the way to Felsteyn, you'll pass Angbodirtal, a small village known mostly for its ferry. Beorn Hjallason calls Angbodirtal home, and often welcomes guests with open arms (and information).

Where to go from here?

After meeting with Beorn and Isleif, you may choose to follow one of several different leads, depending on the exact information you have gathered. Some of the people you meet in your travels may possess map fragments (pieces of the larger map you need to piece together). Other people may known a map's whereabouts and still others might provide you with letters of introduction to the map's owner . . . getting your foot in the door so to speak. On occasion, your characters may be required to perform a service before they receive a map fragment.

Meeting All Kinds of People

There are hundreds of citizens in Arkania. Some provide you with a bit of information, others kick you out . . . but a select few provide you with a map piece, a contact or an item that's absolutely necessary (the "absolutely necessary folk are listed in the "Who's Who" section of this clue book).

Unlike other games or "worlds," it's not necessary to follow a strict order in your visits. . . you can, for the most part visit whomever you like whenever you want. Keep in mind, though, that like our world, your characters' world has certain realities. They need to network, make contacts, get known . . . otherwise, as happy little level one adventurers, there's slim chance they'll get in to see the powers that be (sort of like Bob's Computer Ranch meets Microsoft.)

Finding your contacts can be easy too. Local taverns are often hotbeds of gossip, and the people there may be able to lead you to the person you seek. Of course, a bit of wild goose chasing may be inevitable.

Collecting the Fragments

After collecting enough map fragments, your characters can start looking for Grimring itself. First, though, look for the dragon oak on the road from Vilnhome to Phexcaer. Once you're on the right track, the ruins housing the undead Hyggelik and his party will open before you. After overcoming Hyggelik's fierce companions, your characters receive Grimring, the Blade of Destiny.

With sword held high, your party marches triumphantly to Phexcaer and further still to Hermit's Lake. Look for the Orc's Cave between Phexcaer and Skelellen. There, you'll find an important document telling where you can intercept the Orcish army. But then, oh then, in the road before you, a giant Orcish army beings its war chant . . .

Speaking of the Gods

Should your characters hope to be on the receiving end of the occasional miracle (like a resurrection), you should make a habit of donating money to the various temples and refrain from doing anything to anger the Gods (like plundering shrines or dead bodies). The mightiest of miracles available in Arkania are performed by the Goddess Tsa. She can heal and resurrect characters in her only Temple, located in Thorwal.

For less strenuous healing, a visit to a Temple of Travia or Peraine is recommended. Illnesses can be healed in these temples, too. For increasing combat values or blessing weapons, visit the Temples of Rondra and Ingerimm.

"No! You go first!"

Always keep an eye on the team's marching order! The characters at the front are also in the first line of battle. The position of team leader is of special importance, especially when playing in the Advanced Mode. Depending on the party's location and activity, certain skills come into play. While meeting people, for instance, your most charismatic character should be at the fore to greet a stranger with an open hand and smiling face. In general:

- In town, a character with high charisma and social skills should lead the team and conduct negotiations.
- In the wilderness, a character with nature skills should hold the front.
- In the dungeons, the two strongest characters should be in the front. The first character in line should have skill in lockpicking and an ample supply of lockpicks.

Tourist Tips

Out and about in Arkania, your characters will discover many of the nuances of traveling. Here's a list of things for you to look for, to bring and to be careful of.

- You may occasionally be forced to construct a bridge in order to cross a stream. Therefore, carry a sufficient supply of ropes, a hammer and an axe.
- On the road from Rovamund to Nordvest, the team will come upon the body of a traveler carrying, among other things, an amulet guarding against the Ignifaxus spell.
- The reed marshes along the Bodir river are fairly dangerous terrain. For one thing, there is a danger of losing equipment in the vegetation, but more importantly, your characters are in danger of catching numskull (and possibly developing blue cough).
- Walking from Phexcaer to Hermit's Lake, there is a high probability of an ambush by Orcs. The Orc leader is wearing an amulet guarding against Transformation magic.
- Along the same route, some gryphons will bar the way. You should accept their challenge and try to solve the riddle posed. The solution is WHEEL (The wheel of Boron, Arkania's symbol of death).
- The march from Daspota to Rybon is interrupted by an interesting meeting: a dying adventuress tells the characters the location of the fabled Daspota Treasure. It can be found on the road from Rybon to Thoss (see map of Daspota). Following the road further, the characters meet a number of harpies and (provided they have the appropriate piece of information) find some abandoned ruins inhabited by a dark mage who is in possession of a map fragment (see map of Dark Mage's Ruins).
- There is an abandoned Inn by the road from Daspota to Ottarje, where the team may pause for a rest. Unless they are in good health and eager for a fight, though, they should avoid the building - the cellars are inhabited by a number of undead and their masters (see map of Tumbledown Inn).
- There is a path branching off from the road between Ottarje and Skjal, leading towards a cave inhabited by spiders, plus some followers of the spider demon Mactans (see map of Spiders' Cave).

- On the route from Ottarje to Orvil, you may explore a wolf lair (see map of Wolf's Lair). Also on this route, is the druid Gorah's forest clearing (Umbrik Sevenstones in Orvil tells you of this). When you arrive, Gorah is right in the middle of summoning a creature. Don't bother attacking with missile weapons from the edge. You will have to brave a melee against Gorah's wolves. The faster you manage a victory, the better - Gorah's forces are reinforced by harpies and a sabre-toothed tiger who will arrive if you don't make quick work of it. And as if that was not enough, the demon Gorah summoned appears as well!
- Once you have won, search Gorah's cabin. Seek out the rune-bone Umbrik Sevenstones desires. You will also uncover potions, recipes and magical artifacts.
- Nothing much happens on the river walk from Thoss to Liskor, but your characters will notice an Orcish monolith on the opposite bank of the river. Cross over by raft and destroy the idol. The gods will look favorably upon this, and it will increase your chance of miracles.
- The mountain path from Felsteyn to Orkanger is extremely dangerous: your characters are attacked by brigands repeatedly! The characters do, however, have a chance to turn the situation around and ambush the brigands in their camp as well. Near the end of the road, there is a cave occupied by goblins (see map of Goblin Cave). Watch out for their pets: giant stagga beetles!
- Even though it is not shown on the map, there is a route from Skelellen to Phexcaer. There are no paths branching off from this wilderness route, so you are forced to keep going until the end. There is no sign of human civilization besides a Temple of Firun, but this is "compensated" for by any amount of breakneck climbs, opportunities to get lost and a vast highland moor offering ample opportunity to lose valuable pieces of equipment. The highlight is the meeting with an elf woman who leaves your characters with the recipe for a healing potion. Along the way, you will also stumble upon a cave housing an Orcish scouting party (see map of Orcs' Cave). This cave contains important information!
- Also, the route to Hyggelik's ruins starts along this way, but until your characters have found enough map fragments, they won't be aware of its existence.
- Along the road from Orvil to Rovik, you come upon a wolf pack attacking a flock of sheep, and find evidence of the dark druid Gorah. Once the wolves are beaten back, the shepherd will tell the characters about Gorah's dastardly deeds.
- Passing by Hermit's Lake, you will walk into a dangerous swamp, where you may lose not just valuable time but also some pieces of equipment. On the bright side, this route gives you a chance to meet the Unicorn and to climb to the top of a rock needle where a vision grants a tremendous amount of information. But beware! The climb is dangerous and may cost the life of a careless character or bad climber!

Your party will meet dozens of people as they travel through Arkania's towns, villages and ports. Occasionally, they will even pass strangers in the wild. In the list that follows, you can find out about each person and his or her value to your party.

Jurge Thorfinson lives in Skjal and only cooperates with characters who can present him with a letter of introduction signed by the Hetman himself. (They may have to go back to Thorwal for this.) He owns a map fragment and can refer the characters to Yasma Thinmarsdotter, Ragna Firunjasdotter, Swafnild Egilsdotter, and Algrid Trondesdotter.

Hjore Ahrensson of Ottarje is a dying man. Because of this, only one visit is possible - do not mention the Hetman! Hjore refers the characters to Beorn Hjallasson, Yasma Thinmarsdotter, and the town of Phexcaer. The map fragment in his possession unfortunately is only a faulty copy.

Yasma Thinmarsdotter used to live in Clanegh (a lot of contacts will provide Clanegh as her place of residence), but has since moved to Thoss. She once owned a map fragment, but it was stolen by a dark mage. Yasma is capable of telling the characters exactly where his fortress is. She also refers them to Hjore Ahrensson and Umbrik Sevenstones.

Umbrik Sevenstones is a druid from Orvil who appears quite reclusive and unfriendly at first and will not part with any information, until the characters defeat the dark druid Gorah and bring Umbrik the rune-covered bone for proof. However, once they have accomplished that, he gives them a letter of introduction to Tiomar Swafnildsson.

Isleif Olgardsson lives in Felsteyn. He is in possession of a map fragment and can refer the characters to various other contacts. Because the Hetman refers to Isleif when entrusting the team with its mission, this should be one of the first contacts the characters meet.

Ragna Firunjasdotter from Vidsand refers them to Isleif Olgardsson, Swafnild Egilsdotter, and Jurge Thorfinsson, as well as the town of Phexcaer. She does have a map fragment, but will only part with it on a polite request to take a look at it.

Beorn Hjallasson from Angbodirtal needs rougher handling to refer the characters to Hjore Ahrensson, Ragna Firunjasdotter, and Swafnild Egilsdotter. Especially abusive treatment results in his providing a map fragment.

Asgrimm Thurboldsson in Breida knows a number of addresses, but he also loves to hear himself talk, especially about his grandfather.

Eliane Windenbek in Varnhome knows a lot about Hyggelik, including a number of contacts. She even owns a map fragment, but she does not part with it, unless the characters destroy the temple to the God Without a Name. When they do, they must take the small figurine from the temple altar for proof! To be able to visit Eliane at all, it is necessary to ask for her in any Varnhome tavern.

Algrid Trondesdotter from Hjalsingor has sold her map fragment to Treborn Kollberg. Apart from that, she can refer the characters to Tiomar Swafnildsson.

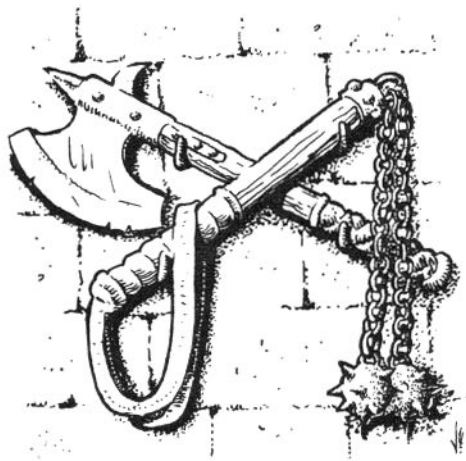
Olvir Gundridsson is a traveling skald the characters may meet on basically any road they travel. He does not own a map fragment, but he does know the names of all other contacts and provides up to three of them on a random basis, provided the characters are willing to listen to his songs for long enough!

Swafnild Egilsdotter sails the Sea of Seven Winds on her ship, the "Pride of Hjalland". The characters have a certain - small - chance to meet her in any harbor they visit. Occasionally they are told about her living in Skjal. Any attempts to visit her there are bound to fail though, as she is never at home. She refers the characters to Beorn Hjallasson, Ragna Firunjasdotter, and Tiomar Swafnildsson. If visited a second time at the same harbor, she remembers a map fragment she owns and asks the characters to accompany her on the journey back to collect it.

Treborn Kollberg is a traveling merchant willing to sell a map fragment for 60 ducats. Should the characters decline to purchase it when they first meet him, they can always visit him in Clanegh to do so later.

Tiomar Swafnildsson in Brendhil is in possession of a map fragment which he gives to the characters on receipt of a letter of introduction from Umbrik Sevenstones. The characters would do well to mention Jurge Torfinsson and old Isleif Olgardsson when talking to Tiomar.

The Unicorn can be found near Hermit's Lake. On meeting this creature, the characters should definitely keep their calm and under no circumstances draw their weapons! The unicorn may reappear after one week, delivering a randomly chosen map fragment.



There's nothing like having an extra sword hand or magic user around . . . and with a bit of luck, charm and hospitality, your characters might have just that. While adventuring, your party will meet dozens of people, and a few will even consider traveling with the party for a time. Here's the lowdown on all of them.

1. **NARIELL** (6th level Huntress). Nariell hangs out in a Clanegh tavern.

   During combat, she uses missile weapons until one of your characters is knocked out. Then shes enters the melee brandishing her spear.

   She accompanies the team for at least two months. Later on, she can be found back in Clanegh.

2. **ERWO OF GOLLBRINCK** (4th level Rogue). He can be found at the "Down the Hatch" in Manrin.

   He withdraws from combat if his life points sink below 15.

   After a maximum of two months, he leaves the team in a harbor. He also leaves after the team visits Beorn Hjallasson. He is an old friend of Beorn's and helps you get his map fragment.

3. **CURIAN THE DUBIOUS** (9th level combat Magician). He can be found at "Alrik's" tavern in Overthorn.

   Curian uses his spells in combat until one of the player characters is incapacitated, after which he enters melee.

   He withdraws from the fighting, should his life points sink below 10. Curian will leave the team after six months. Two months later, he is back at "Alrik's."

4. **HARIKA** (7th level She-Rogue). She can usually be found at the "Snapper" in Phexcaer.

   In combat, she acts like one of the team. However, should her life points ever sink below 12, she retreats from the fighting.

   Harika, too, stays with the characters for at least two months. After that time, though, she says good-bye to the team either in Thorwal, Phexcaer, Prem or Upper Orcam. One month later, she can be found again in the "Snapper" tavern in Phexcaer.

   While Harika is with the team, the characters enjoy a 2 point bonus on haggling. After she leaves, the characters may increase their stealth values, provided they have learned something from her.

5. **ARDORA OF GRYPHON'S FORD** (7th level Warrior Woman). She has to be released from the Ship of the Dead, after which she can be found at the "Four Winds" in Thorwal.

   She fights normally in combat and only withdraws after her life points sink below 8.

   Ardora will leave the team in any harbor after traveling along for at least one month. Some weeks later, she can be found back at the "Four Winds."

6. **GARSVIK THORFINSSON** (5th level Thorwalian). Garsvik is found at the "Sperm Whale" tavern in Prem.

   Garsvik is game for anything in combat, but he withdraws if asked to enter melee on his own. He will leave the team after two months at the latest in any harbor and goes back to the "Sperm Whale" after that.

They sit in a room, huddled with computers and spin tales of a magical sword and the heroes courageous enough to wrest it from its wrongful owner. They dance in languages foreign to many of us, C, Assembler and Machine. And when they are done, Das Schwarze Auge (DSA) is there, the first conversion of the number one German role-playing system to computer. It is a monstrous and an award-winning hit in Germany, and heads to North America for more of the same.

How did they do it? What got them into computer programming in the first place? All that and more is in this interview with Guido Henkel and Hans-Jürgen Brändle, two of the designers of Realms of Arkania.

Q The Realms gaming universe is huge and challenging, and without question, it is also the most popular role-playing game in Germany. How did you go about converting the system to computer?

A In the beginning, there was, of course, the question of where to put the priority; either in simply creating a computer RPG with all its weaknesses or to go for a true RPG conversion onto computer. We decided for the latter one because no one has ever done that before.

Whenever an existing pencil and paper RPG was being converted into software it lost the most important features - the vividness and the details. We decided to keep all this, although we knew very well it might become a little unusual - not to say difficult - to handle. But we wanted to create a computer RPG for true role-playing gamers. Technically, we started implementing all the rules and basics of the system before we even started thinking about the story.

Q: What was the biggest challenge in doing so?

A: To satisfy all the people out there who already knew the pencil and paper game and would examine and judge the computer version with Argus' eyes. But we also wanted to make the game appeal to novice players, say, by its looks and feel alone.

Q: Do you remember the first line of code you wrote?

A: In the overall programming view, it must have been a mathematical calculation routine in BASIC. We did this stuff in high-school where I first touched base with computers. In the Blade of Destiny view, this line must have been a comment saying something like "Gosh, if only this game would be done already... and it's only Monday!" ... because this is one of the typical sayings here at Attic.

Q: How long have you been programming and why did you start?

A: I've been definitely attracted by the computers' long legs... no, seriously, in high school Hans and I met because we both owned one of those old Commodore VIC-20 machines and wanted to do some serious programming. We got together after school and cranked up our first games, which, of course, have never been published. The first game we did was called "Microchioptera" and must have happened in 1982 or 1983.

Q. Were you a gamer of DSA before you began to program it?

A: Hans was for years. I had only seen one gaming session before we started.

Q: How were you approached to do the system?

A: This is a long story, but if you've got the time, I've got the buzz. We had been doing some development for a German company who approached us and asked if we would be interested in doing

Realms on computer. Since we knew the system we said, okay, if you pay for it, we can do it. But negotiations started to slip. We had some heated discussions because we had already started working and so had Fantasy Productions, who planned to do the storyboarding. In the end, we quit. We called Fantasy Productions and let them in on it, however, they were still interested. We then went to Schmidt Spiel, and secured the rights. We jumped at the occasion and signed a deal with them.

Q: How would you describe a typical day at work?

A: Most of the time it's dead-boring until around 3.00 P.M. when the calls from Sir-tech start to come in with all their enhancements and bug-reports. That is the time I usually quit the office... hahaha! In our offices everybody sort of works whenever he prefers. This means that I (Guido again) tend to start early mornings, around 7:00, and leave the office around the same time in the evening. The others come in later and therefore... quit later. I prefer working early because there's nobody there to disturb me and concentration is a lot better. Once the office is crowded and everybody tries to impress the other with his work. It gets a little stressy sometimes to do serious programming.

Q: What's the best thing about being a game programmer?

A: The Ferrari and the groupies of course! No, I love my job and when I was younger I always dreamed of doing what I do nowadays. If you are as independent as we are, you are free to do whatever you want, to be creative whenever you want and talk to whoever whenever you want. It's paradise, but it's also a lot of hard work. The only thing that ticks me off occasionally are unprofessional people and companies that rip-off inexperienced developers - which was extremely popular here in Europe some two or three years ago. But, besides that, it is really fun if you have the right people around you, which we fortunately have.

Q: How would you describe yourself and your hobbies?

A: Guido: My hobbies are music (performing as well as listening), reading good horror-books and watching movies. I am completely into the things that keep your mind going and your fantasy and creativity almost constantly working. This also bears the problem that I am sort of constantly working - much to the hatred of my wife - but I cannot help it.

Hans: I really love to watch good movies, collect phonecards, do some scuba-diving in the Red

Sea, read books, listen to music and play all kinds of games. I, too, am completely fascinated by all kinds of fantasy and science fiction literature, movies or whatever it may be.

Q: After you finished Blade of Destiny, what was it like to start with a clean slate?

A: Hold on, I have to look up this word... slate... Ahh yep... Well, it is strange to see sort of a blank screen in front of you after you've worked on a game for more than a year. So you sit there, pondering, what am I going to do? I hate to start all over again . . . and just then the phone rings and you are told that there is still a bug in your game, and you happily decide to go back to where you've been for many months and try to fix it. But, in the end it is always good to start something new because it gives you the chance to make it a lot better this time!

Q: How do you generally design a game? What comes first?

A: Normally we sit down in brainstorming sessions and try to sort out what kind of game everybody would like to do. After this has been settled - it is by the way always advantageous to be the company's managing directors - we try to mock up a storyline and the looks of the game. After that we just write down all kinds of ideas we have and try to figure out how they could work in the game. Also, story elements are collected here and in the end we have a bunch of paper which we try to put in an order to get a fluid storyline and programming concept.

Q: What can players look forward to in Star Trail [the second game in the Realms of Arkania Trilogy]?

A: Some things will remain the same and others will change, as for example the title, Star Trail. We are trying to put the emphasis in Star Trail more on the playability and enjoyment of the game than in the basic system. Since we now have a "ROA-compatible" engine we can spend most of our development time on improving

things, adding on things. In the end this will mean more graphics, more music, better sounds and a deeper story, all of it combined with a maximum of playability. Since we have proven to all the ROA-maniacs that we were capable in converting the system to computer, it is now about time to show the rest of the gamers what we can do.

Q: Do you intend to make any major changes to the system?

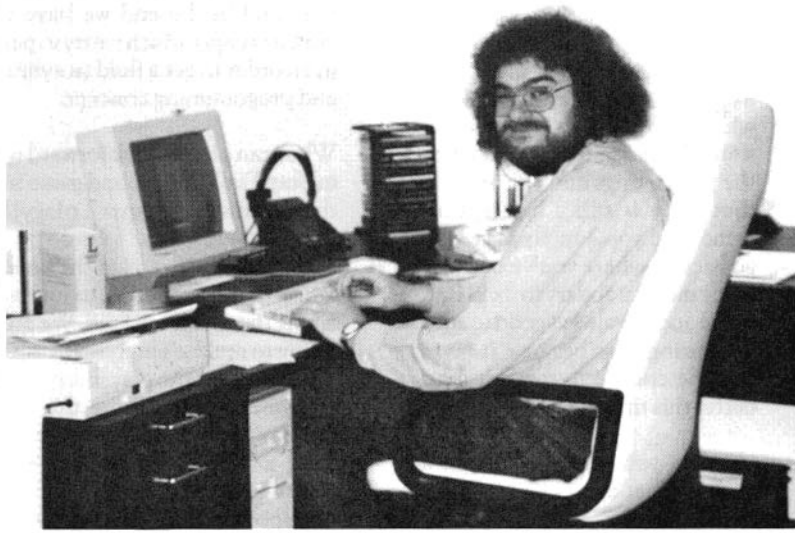
A: Of course we do. Look at the title. We will continue doing changes like that all over the program. I know it sounds unbelievable but it is true. Even the packaging will be altered! No further comments on that. Wait and see...

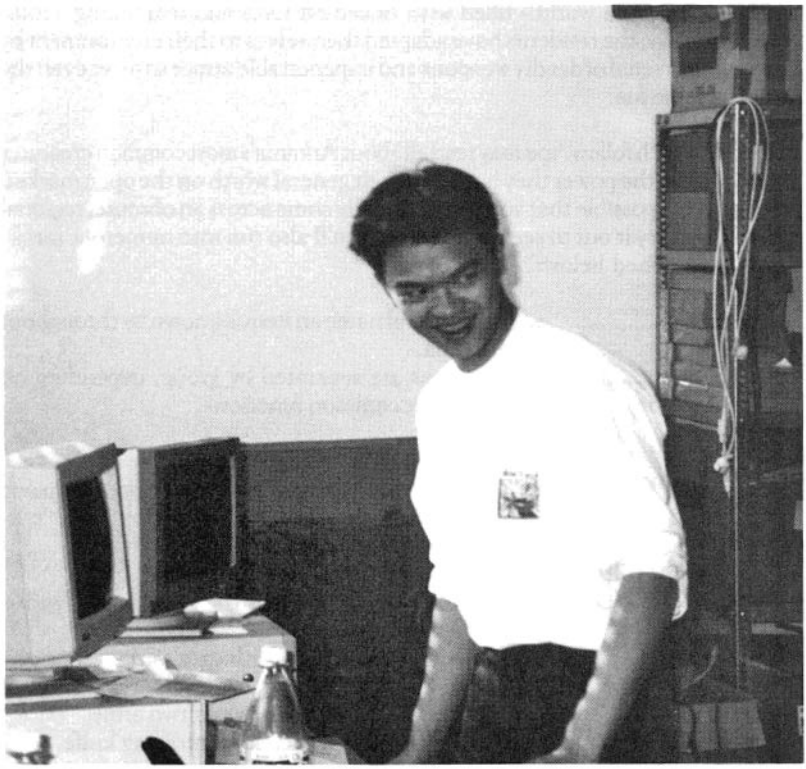
Q: How long, in general, does it take to program a game?

A: This differs extremely on the kind of game you're talking about. We had games done in 6 months with only two people on the project - Hans and me. But, that was a couple of years ago. Today, we are looking at a minimum of one year and about 15 to 20 people involved to develop a game from scratch. There are so many graphics to be done and so much coding to be messed with that there's no chance to do it with a handful of people anymore. It's somewhat a drag because you as an enthusiastic programming guy cannot do a whole game anymore and offer it to a publisher because there is no way.

Q: How do you keep up with the latest technology?

A: The latest technology isn't so much a point to us because our games live from their gameplay - which I think will always be more important than anything else. Of course, we watch what's going on and work to use the top of the line stuff. Scanners and digitizers are things we use pretty often these days,





also we will support CD platforms in the near future.

Q: What do you think the best party would contain?

A: I'd say you must have, at least, a Warrior or Thorwalian, some Elf, a Druid and a Magician.

Q: What would you recommend to people who want to do what you're doing? How do they get there?

A: Frustrating as it may seem, I have to admit that there are not shortcuts into the industry as there were some five or ten years ago. If you want to become a part of this industry, you have to be as good as the industry and this is the key - nothing else. If you've got a top-notch game, you'll have a deal faster than light, but the problem is that hardly anybody is capable of financing such development on their own. My recommendation would be to get together with other people who want to do exactly the same thing as you and try to make a game that knocks everybody off their feet. But never forget one thing, just make games that you, yourself, would buy! I have seen too many people wasting too much time on game development that ended somewhere in the trash because there was no marketability to the program. Please, keep that in mind!

Arkania's a hostile world - filled with ticked off Orcs and marauding Trolls. Needless to say, the residents have adapted themselves to their environment by creating an arsenal of deadly weapons and impenetrable armor to meet even the most fearsome foe.

In the lists which follow, you may read all about Arkania's most common creatures and treasures, the power they have and their general worth on the open market. Of course, it's possible that you'll occasionally come across an obscure, regional weapon; just try it out to see what it has! You'll also run into numerous terms. These are defined below:

Name ..... The general name an item is known by throughout Arkania.

Group ..... Weapons are separated by group, depending on their most common function.

- PTD ..... A pointed weapon such as a knife or dagger.
- EDG ..... An edged weapon such as the spike on a whip or a sickle's single deadly blade. Weapons of the "cutting" category also fall in here.
- POL ..... A polearm weapon such as the staff.
- SWD ..... A sword weapon, such as the short sword, with a single cutting blade.
- AXE ..... An axe weapon such as a logger's axe.
- 2HD ..... A two-handed weapon which requires the use of and strength of two hands and two arms.
- THR ..... A thrown weapon such as a throwing knife.
- MIS ..... A missile weapon such as an arrow that requires use of another instrument such as a bow.

Damage HP ..... The range of hit point damage a weapon can do in a single, successful hit. The attack's damage may be lessened by the creature's armor or protective spells and magical items.

Modifier AT/PA ..... Certain weapons have attack and/or parry hindrances when used in combat.

Weight ..... The weight of an item in ounces. This amount affects a character's encumbrance.

Price ..... The general market price, in silver crowns, of an item in Arkania. Some vendors may offer it for more or less than this amount.

Protection ..... For armor. The level of protection afforded by a piece of armor relative to the character's armor class.

Hindrance AT/PA ..... For armor. The amount a certain piece of armor gets in the way during an attack or a protective parry, affecting the likelihood of being hit or of hitting.

BF ..... For weapons. The likelihood that a weapon will break.

Melee Weapons

Name	Group	Damage HP	Modifier AT/PA	Weight (oz.)	Price (S)
Barbarian War Axe	AXE	6-16	-1/-4	150	110
Basilisc's Tongue	PTD	2-7	-2/-3	25	25
Bastard Sword	2HD	6-11	-1/-2	140	110
Bec de Corbin	EDG	5-10	-1/-2	90	110
Brabak Bully	EDG	6-11	-1/-2	120	80
Catchogre	PTD	3-8	-2/-3	30	95
Cudgel	EDG	2-7	-1/-3	60	5
Cutlass	EDG	4-9	-1/0	70	40
Dagger	PTD	2-7	-2/-3	20	20
Double Fleurs	POL	4-9	-1/-1	80	95
Double Kunchomer	EDG	7-12	-1/-3	150	125
Epee	PTD	4-9	0/-1	40	55
Foil	PTD	4-9	0/-1	30	50
Goupillon	EDG	6-21	-3/-4	240	110
Grain Flail	EDG	3-8	-2/-3	100	20
Halberd	AXE	5-10	-1/-3	150	75
Hatchet	AXE	5-10	0/-3	120	45
Heavy Dagger	PTD	3-8	-1/-2	30	30
Knife	PTD	1-6	-3/-4	10	5
Kunchomer	EDG	5-10	0/-1	70	70
Mace	EDG	5-10	0/-2	110	50
Mengbilar	PTD	2-7	-3/-4	20	110
Morning Star	EDG	6-11	-1/-3	120	50
Obsidian Dagger	PTD	1-6	-2/-3	30	50
Orc Hook	AXE	6-11	-1/-3	120	60
Pike	POL	4-9	-1/-4	150	50
Quarterstaff	POL	2-7	0/-1	70	15
Rapier	PTD	4-9	0/-1	35	60
Rondracomb	2HD	4-14	-2/-2	145	140
Sabre	EDG	4-9	0/0	60	60
Scythe	EDG	4-9	-3/-4	100	35
Seal Slayer	EDG	4-9	0/0	70	60
Short Sword	SWD	3-8	0/-1	40	45
Sickle	EDG	3-8	-3/-4	30	25
Skraja	AXE	4-9	0/-2	90	50
Spear	POL	4-9	0/-3	80	30
Sword	SWD	5-10	0/0	80	85
Trident	POL	4-9	0/-3	90	45
Tuzakian	2HD	7-12	-2/-2	135	200
Two-handed Sword	2HD	6-16	-2/-3	160	135
War Axe	2HD	6-16	-1/-4	150	110
Warhammer	EDG	7-12	-2/-4	150	100
Whip	EDG	1-6	0/-6	60	30
Wolf Knife	EDG	4-9	0/-1	50	90

Distance Weapons

Name	Group	Damage HP	Modifier AT/PA	Weight (oz.)	Price (S)
Crossbow	MIS	7-12	0/0	200	125
Cutting Tooth	THR	5-10	0/0	50	50
Francesca	THR	4-9	-1/-3	60	35
Long Bow	MIS	5-10	0/0	30	50
Short Bow	MIS	4-9	0/0	20	45
Sling	MIS	3-8	0/0	10	15
Throwing Axe	THR	4-9	-1/-4	120	35
Throwing Knife	THR	1-6	-3/-4	10	10
Throwing Star	MIS	2-7	0/0	15	25

Armor

Name	Protection AR	Hindrance AT/PA	Weight (oz.)	Price (S)
Boots	0	0/0	75	9
Pants	0	0/0	30	2
Shirt	1	0/0	30	2
Shoes	0	0/0	40	1
Snow Shoes	0	0/0	40	5
Chainmail Armor	1	0/-1	80	50
Leather Armor	1	0/0	70	40
Plate Armor	2	-2/-1	100	60
Chainmail Shirt	4	-2/-2	320	200
Winter Coat	2	-2/-2	120	50
Leather Harness	3	-1/-2	180	80
Quilt Armor	2	-1/-1	120	50
Robe, Simple	0	0/0	50	5
Robe, Extravagant	0	0/0	200	200
Scale Armor	5	-5/-4	480	1000
Toadskin	3	-3/-3	150	60
Iron Shield	2	-2/-1	200	45
Shield	1	-1/0	140	25
Iron Helmet	3	-3/-2	180	80
Leather Cap	1	-1/0	90	40
Pot Helm	2	-2/-1	100	50

Magic Items

Name	Location	Powers
Amulet	Ship of the Dead	Fiat Lux
Amulet	Numerous Places	Fire's Bane in combat
Amulet	Numerous Places	MR +5 in combat
Bastard Sword	Daspota	BF -5
Chainmail Armor	Dragon's Hoard	AR +3 vs. undead, but LP -1 per game turn
Chainmail Armor	Daspota Treasure	AR 5, AT/PA -3
Cursed Helmet	Numerous Places	AR 1, CH -1 in combat
Girdle of Might	Numerous Places	ST +5 in combat
Grimring	Hyggelik	AT/PA +2, unbreakable, Damage HP +5 vs. Orcs
Healing Potion	Numerous Places	Returns 10 LP
Javelin	Spider's Cave	AT/PA +1
Magic Potion	Numerous Places	Returns 10 AP
Magic Wand	Numerous Places	Considered a magical weapon
Obsidian Dagger	Numerous Places	Considered a magical weapon
Orc Hook	Daspota	Unbreakable
Potent Healing Potion	Numerous Places	Returns 11-30 LP
Potent Magic Potion	Numerous Places	Returns 30 AP
Ring with Blue Gem	Gorah	Arcano Psychostabilur
Ring with Red Gem	Spiders' Cave	Magic Armor
Sabre	Many places	Damage HP +1 vs. undead, BF 0 in combat
Short Sword	Daspota	AT +2, PA -1, unbreakable
Sickle	Daspota	Herb Lore skill +3
Silver Coronet	Wilderness cavern	Protects against hunger and thirst
Spear	Spiders' Cave	Increased accuracy
Sword	Dragon's Hoard	AT +2, BF 0
Throwing Dagger	Dragon's Hoard	Perfect accuracy
Two-handed Sword	Dark Mage's Ruins	Unbreakable
Witch's Broom	Numerous Places	Considered a magical weapon

Herbs

Name	Price	Effect
Atmon	30 D	Temporary increase of all body skill values
Belmart	12 D	Neutralizes disease
Donf	20 D	Heals certain diseases
Finage	8 D	Raises an attribute lowered by magic or disease to its original value.
Four-leaf Loneberry	7 S	Returns 1-6 life points
Gulmond	6 D	Increase in strength and endurance
Ilmen Leaf	11 D	Weak hallucinogen, calming, needed to brew many potions
Joruga	18 D	Prevents and cures rabies
Kairan	40 D	Needed to brew many magic potions
Mandrake	8 S	Needed to brew many potions and elixirs
Menchal	20 D	Halves poison effects
Olgin Root	50 D	One week of immunity against all poisons and diseases
Shurin Bulb	8 D	Poison
Tarnele	5 S	Allows regeneration of 1 extra life point during the night
Thonnys	35 D	Allows Elves, Witches, and Druids to use astral meditation
Whirlweed	7 D	Returns 10 life points

The creatures in Arkania are the prime reason for the fine arsenal of weapons. In this section, you'll find out how much damage they can take, how much resistance they have . . . all their ins and outs.

LP ..... Life points of the creature when in full health.
MR ..... Magic resistance of the creature.
AC ..... The creature's armor class.
AT/CR ..... Attacks a creature is allowed per combat round.
AT ..... The creature's attack value with its current weapon.
PA ..... The creature's parry value with its current weapon and armor
HP ..... The damage caused by a creature's successful hit.
MP ..... The amount of movement points a creature has.

Chance Encounters, Humanoids

Name	LP	MR	AC	AT CR	AT	PA	HP	MP
Brigands	30-54	(-4)-0	3	1	11 - 12	8-10	5-10	8
Brigand Leaders	35-72	3-5	3	1	13 - 15	10-12	11-16	8
Goblins	11-40	(-4)-4	2	1	7 - 13	6-9	3-9	7
Orcs	8-45	(-12)-8	2	1	9 - 14	5-10	3-8	8
Ogres	31-50	(-3)-2	3	1	9	3	8-18	10
Pirates	30-54	(-5)-0	3	1	10 - 12	8-9	5-10	8
Pirate Captain #1	39-84	1	3	1	15	12	9-14	8
Pirate Captain #2	35-60	0	3	1	13	10	6-11	8

Dungeon Encounters

Name	LP	MR	AC	AT CR	AT	PA	HP	MP
Dark Mages	27-55	5-10	2	1	8-10	7-10	4-9	8
Demon	20	10	0	2	12	8	2-12	8
Demon: Heshtot	20	10	0	1	13	8	1-6	8
Druids	30-42	3-6	2	1	8	7	4-9	8
Magicians	27-55	7-10	2	1	8-10	7-10	4-9	8
Mummies	35-45	15	2	1	7	7	10-15	8
Rogues	30-48	(-2)	3	1	10-12	7-9	5-10	8
Skeletons	15-25	12	1/4	1	7	7	5-10	8
Thorwalians	30-54	(-5)-0	3/4	1	10-13	8-10	5-10	8
Thorwalian Leader	35-60	0	4	1	13	10	5-10	8
Torturers	41	(-1)	2	1	13	12	5-10	8
Zombies	20	10	0	1	7	0	3-8	2

Temple of the God Without a Name

Name	LP	MR	AC	AT CR	AT	PA	HP	MP
Cultists	32-48	(-1)-2	3	1	11-12	8-11	5-10	8
High Priests	30-55	10	2	1	10	10	4-9	8
Priests	31-42	4-5	2	1	8	7	4-9	8

The Spiders' Cave

Name	LP	MR	AC	AT CR	AT	PA	HP	MP
Cave Spiders	25-45	6	1	1	8	0/8	4-9	4
Spider Demons	45	6	1	1	10	8	4-9	4

In Town

Name	LP	MR	AC	AT CR	AT	PA	HP	MP
City Guards	30-48	(-1)-2	3	1	9-12	9-11	5-10	8
Guard Captains	34-54	4	3	1	14	11	6-11	8
Veterans	40-90	6	3	1	16	14	7-12	8

Dwarven Mine

Name	LP	MR	AC	AT CR	AT	PA	HP	MP
Dwarven Veterans	80	8	4	1	16	15	9-14	8
Dwarves	60	6	4	1	13	11	7-12	8

Special Opponents

Name	LP	MR	AC	AT CR	AT	PA	HP	MP
Estorik	50	0	4	1	13	10	5-10	8
Gorah	55	9	2	1	13	10	5-10	8
Orc Champions	50	10	2	1	18	14	10-15	8

Animals and Other Encounters

Name	LP	MR	AC	AT CR	AT	PA	HP	MP
Dire Wolves	15-25	0	2	1	9-10	4	2-7	12
Forest Gnomes	22-32	7-12	6	1	14	6	7-12	11
Harpies	40	10	2	1	15	10	5-10	15
Forest Lions	20	4	1	1	11	6	5-10	9
Forest Spiders	16-21	7	1	1	9	0	2-7	3
Stagga Beetles	40	10	5	2	8	7	2-7	3
Steppe Dogs	6-11	-2	1	1	5	2	1-6	9

An Inside Look

Dwarves ..... Angry Dwarves should be avoided . . . their double-headed axes can do a party damage!

Goblins ..... Often band together forming dangerous mobs. A single Goblin, however, is of little worry.

Orges ..... Ogres are courageous, warlike and dine on Human meat. Their strength, size and hunger make them terrible opponents.

Orcs ..... Orcs are aggressive, an honor in their land. They band together - sometimes leaving their ancestral lands to run wild across Arkania.

Cave Spiders ..... A rare species of spider with a huge body, somewhat resembling a beach ball with legs, fangs and a bad temper. Its bite and paralyzing agent affect attack, parry, agility and dexterity values.

Demons (Heshtots) . Generally appear only when conjured by a magically gifted character or a cleric. They cannot be destroyed in combat, but can be banished to their home spheres by using enchanted (magical) or blessed weapons.

Cave Dragons ..... A rare, flightless breed of dragon that's a highly dangerous opponent - their breath hits anyone up to five paces away. They are also magically gifted, but do not know many spells.

Forest Lions ..... Can strike out with bite and paws in one combat round. Also, because of its tremendous speed, it can use its attacks against different opponents.

Harpies ..... An intelligent but unpredictable creature looking like a giant eagle with a female, human upper torso. Harpies can appear friendly one moment and attack viciously the next - she may then call off the fight to help your party. They have sharp claws and strong wing blows and are capable of carrying a human away.

Sabre-toothed Tiger Like Forest Lions, their speed gives them two attacks per round.

Skeletons ..... In combat, only axes and other striking weapons will be of value.

Zombies ..... Disgusting undead who often succeed in driving opponents away by their appearance. They must fight with their bare hands (or the remains), and must be destroyed to their last life point before they can enter the realm of Boron, Land of the Dead. Until that time, avoid contact with them - they harbor the most dreadful diseases.

Every town, every cave and every dungeon has a certain pattern, a particular map. In this section, every one of Arkania's maps is covered allowing you to get into and out of every crevice.

The maps follow one another in this book much like they will in your adventure. However, for your convenience, an alphabetical map listing spans the next two pages.

Unless otherwise noted, maps are North/top.

Map Legend

	Door
	Locked Door
	Water
	Grass/Path
	Secret Door/Perception Necessary
	Walk-thru Wall
	Chute Down/Up
SD	Stairs Down
SU	Stairs Up
#	Matches Numbered Descriptions
S#	Journey Point
E	Exit from Dungeon

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Angbodirtal 47
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Aryn 62
Auplog 48
Bodon 48
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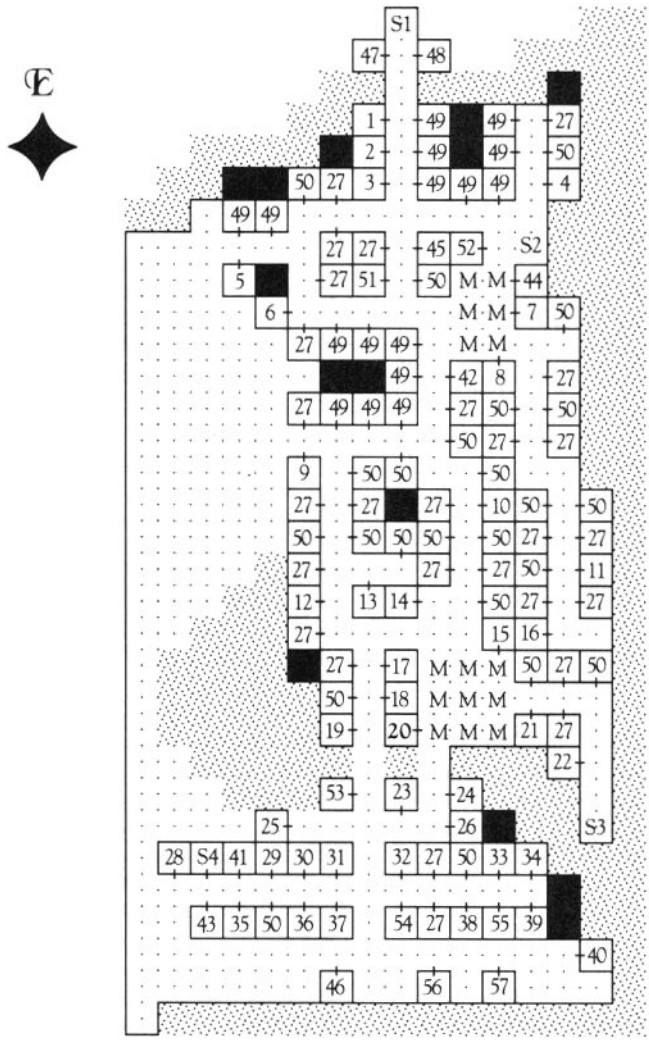
Tumbledown Inn, Level 2 92
Tyldon 76
Upper Orcam 50
Vaermhag 54
Varnhome 55
Vidsand 76
Vilhnome 49
Wolf's Lair 88

Thorwal is the Hjalding capital city, and one of Arkania's most important port cities. With over 7000 inhabitants, Thorwal is also one of Arkania's largest cities. Here your party can find almost eveything they could wish for . . . if they take the time look and haggle for it. New games begin at #20.

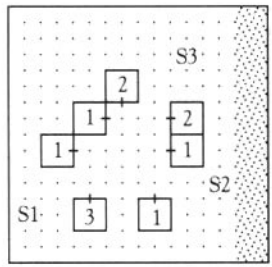


1. Caught and Captured ..... Inn
2. Red Morrow ..... Tavern
3. Lost Bit ..... Tavern
4. Perainidan Bulker ..... Healer
5. T. Garaldsson III ..... Chandler
6. Gurthag ..... Smith
7. Olverja Egilsdotter ..... Smith
8. Golden Eel ..... Inn

9. Uppo of Alderhusen ..... Chandler
10. Herzach the Bloody ..... Smith
11. Fjolnir Phexgnade ..... Chandler
12. Liskolf the Soft .... Weapons/Armor
13. Andra of the Bodir ..... Healer
14. Sword and Sorcery ..... Inn/Tavern
15. Temple of Swafnir ..... Temple
16. Brin Kaerben ..... Chandler
17. Drunken Emperor ..... Tavern
18. Temple of Tsa ..... Temple
19. The Randy Boar ..... Tavern
20. Temple of Travia ..... Temple
21. Last Hero ..... Tavern
22. Dragonship ..... Tavern
23. Boisterous Welsher ..... Tavern
24. Efferd's Drink ..... Inn
25. Noro Mystico ..... Healer
26. Grollo ..... Weapons/Armor
27. You knock, but nothing happens. Do you want to break into the house? (Yes or no)
28. Northwind ..... Inn
29. Hetman Oremo ..... Inn
30. Gilded Apple ..... Inn/Tavern
31. Temple of Phex ..... Temple
32. Gunn Beornsson ..... Smith
33. Ardo Stoerrebrandt-Grassberg ..... Chandler
34. Steep Stairs ..... Tavern
35. Minna Musporeiken ..... Herbalist
36. Magic Mirror ..... Tavern
37. Morissa's ..... Inn/Tavern
38. Four Winds ..... Inn/Tavern
39. Stormy Rock Cellar ..... Tavern
40. Fortress Entrance/Old Ugdalf
41. Temple of Peraine ..... Temple
42. Armory
43. Academy of Magic
44. Wharf
45. Tower of Dark Grey Basalt
46. Hetman's Ottoskin
47. Iron Yard
48. Ioman Grounds
49. Palisades
50. Encounter random Thorwalian
51. Magistrate's Building
52. Waystation
53. Stover Stoerrebrandt's
54. New Empire Embassy
55. Old Empire Embassy
56. Windmill
57. Hjaldingard Tower

S1. To Tjoila Ferry Station
S2. To Serske
S3. Harbor
S4. To Vaermhag

Tjoila Ferry Station - A tiny town of 108 inhabitants, the Station serves those who need ferry across the rivers and streams of its regions. Travelers come and go in the summer months, but its year-round population remains a small and close-knit group of people.



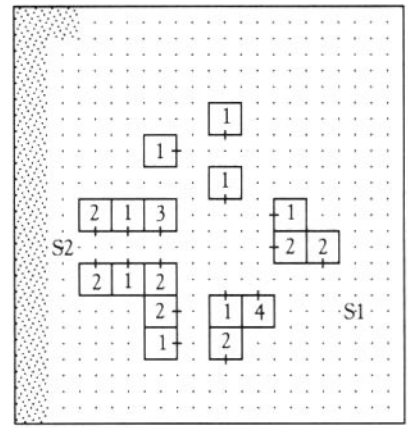
1. Encounter random Arkanian.
2. No one answers your knocking. Do you want to break into the house? (Yes/No)
3. At The Ferry ..... Inn/Tavern

S1. To Thorwal
S2. To Tjoila
S3. To Rukian

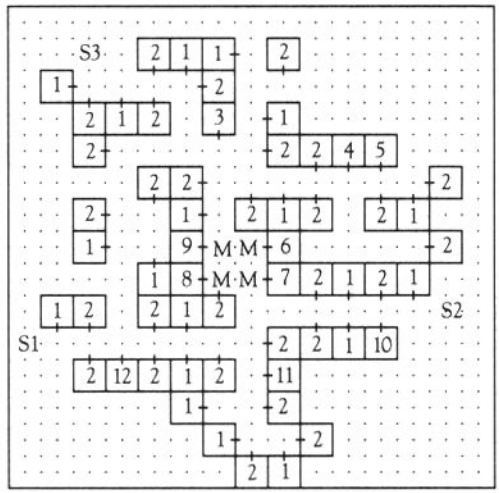
Tjoila - A small gathering of Tjoila residents supports the ferry that brings much of the regions necessary wares to their homes. Its residents often travel to Tjoila to do their daily shopping and to exchange gossip on the Orc army's latest maneuvers.

1. Encounter random Arkanian.
2. The door is shut. Do you want to break into the house? (Yes/No)
3. The Full Mug ..... Tavern
4. Isliva's ..... Inn

S1. To Breida
S2. To Tjoila Ferry Station



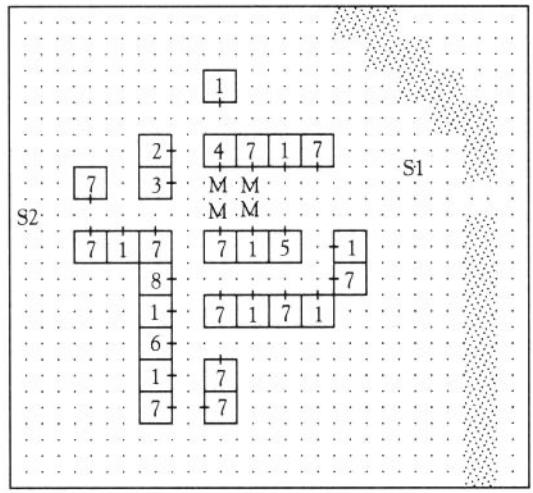
Breida - Breida is the center of Thorwalian cattle trading and breeding. Its beautiful meadows, dotted with dozens of rain-swollen ponds, offer excellent grazing to the livestock, and also provide a peaceful backdrop for the town's people. All 392 inhabitants are true Thorwalians, and often venture to their home city for trading and conversation.



1. Encounter random Arkanian.
2. No one answers our knocks. Do you want to break into the house? (Yes/No)
3. Temple of Swafnir ..... Temple
4. Kotja Iskrasdottir ..... Smith
5. The Wild Bull ..... Tavern
6. Asgrimm Thurboldsson ..... NPC
7. Temple of Travia ..... Temple
8. Acharz Ironclaw ..... Chandler
9. Crossroads ..... Inn
10. Little Thorwal ..... Inn
11. Treasure Trove ..... Tavern
12. Jast Kloemann ..... Healer

S1. To Serske
S2. To Peilinen
S3. To Tjoila

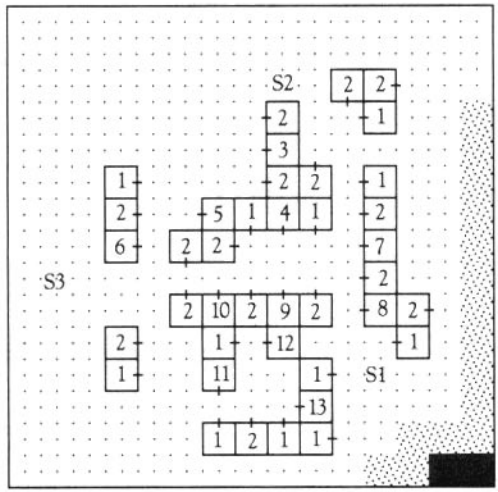
Peilinen - Peilinen is small town on the border of no man's land. Its mere 240 inhabitants hardly qualify the grouping for town status, yet its weekly market is an important gathering for local residents and travelers happening through its borders.



1. Encounter random Arkanian.
2. Traviane Abbelsun ..... Chandler
3. The Lion & The Unicorn .. Tavern
4. Travia's Rest ..... Inn
5. Ardor Gerdorn ..... Smith
6. Frenjar Malinasson ..... Weapons
7. The heavy door is locked. Do you want to break into the house? (Yes/No)
8. Haldor's ..... Inn

S1. To Rovamund
S2. To Breida

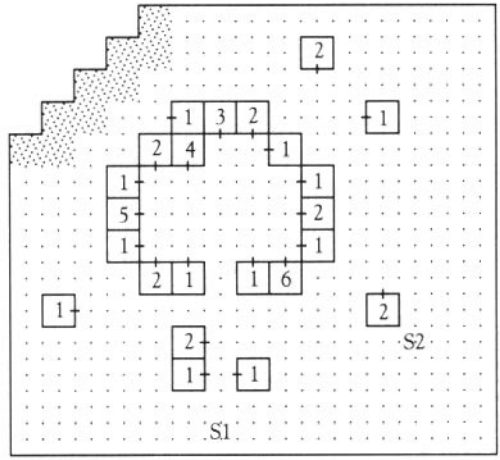
Rovamund - With 410 inhabitants, Rovamund is considered a small town in Arkania. Many people from Nostria and other local towns stop here on their travels. Regrettably, the visits often lead to brawling.



1. Encounter random Arkanian.
2. The owner of this house has locked the door. Do you want to break into the house? (Yes/No)
3. Hammas El Kabir ..... Weapons
4. Temple of Phex ..... Temple
5. Custom House ..... Inn
6. Kivai Ejaale ..... Smith
7. Temple of Travia ..... Temple
8. Pordigo Asrakis ..... Herbalist
9. Border Post ..... Inn
10. Ioman Goal ..... Tavern
11. Firunya Gelling ..... Healer
12. Elgor of Krohn ..... Chandler
13. The Silver Cup ..... Tavern

S1. To Nordvest
S2. To Peilinen
S3. To Merske

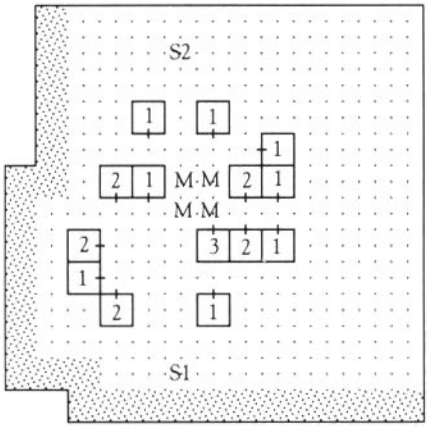
Nordvest - The Nostrian flag proudly waves above this border hamlet. Every one of its 195 inhabitants takes part in early sword training, and in late afternoons, most school children can be seen playing with a sword's wooden counterpart — practicing the art they will grow to master as an adult.



1. Encounter random Arkanian.
2. The heavy wooden door doesn't move. Do you want to break into the house? (Yes/No)
3. Temple of Rondra ..... Temple
4. Rondriane of Seitz ..... Smith
5. The Knight's ..... Tavern
6. Bardo Birra ..... Healer

S1. To Rovamund
S2. To Kravic

Kravik - Without the existance of Skelellen, this hamlet of 75 souls would be entirely dreary. Its residents often travel to surrounding towns in search of entertainment and wares to sustain them through Arkania's long winter. For its residents and visitors alike, Kravik offers little entertainment.



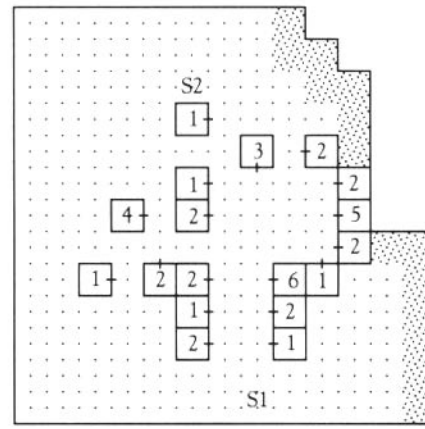
1. Encounter random Arkanian.
2. Our knocks don't get any reaction. Do you want to break into the hosue? (Yes/No)
3. Oak Stump ..... Tavern

S1. To Nordvest
S2. To Skelellen

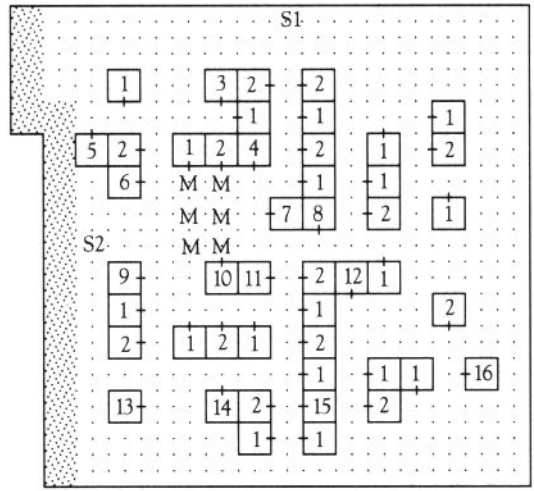
Skelellen - Once your party has reached Skelellen, your journey, at least in this direction, is definately at an end. From here on, there is nothing but wilderness. Its citizens, wary of an Orc attack from the surrounding bush, may be anxious to greet new visitors with open arms.

1. Encounter random Arkanian.
2. The door is locked. Do you want to break into the house? (Yes/No)
3. Temple of Peraine ..... Temple
4. Orc Skull ..... Tavern
5. Tuwine Isleifsdottir ..... Smith
6. Final Rest ..... Inn

S1. To Kravik
S2. To Phexcaer



Efferdun - One of the most important harbors on the Gulf of Prem, Efferdun's 720 inhabitants make this city one of the largest Thorwalian settlements in existance. Drawn to its attractions, other folk, beyond Thowalians, have congregated here as well.

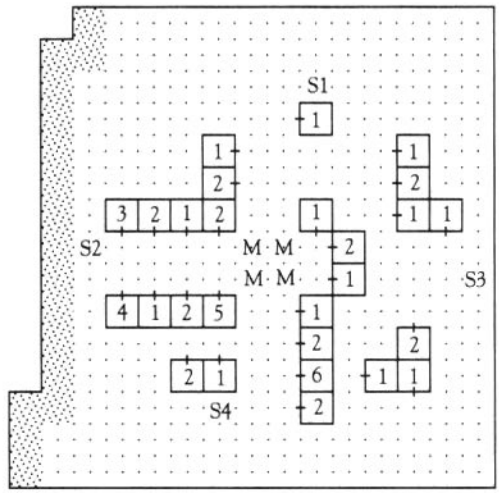


1. Encounter random Arkanian.
2. The door doesn't open. Do you want to break into the house? (Yes/No)
3. Ragnar Torlifsson ..... Smith
4. Eight Years Hard Labor ..... Tavern
5. Hjalla Akisdotter ..... Weapons
6. Ardo Homling ..... Chandler
7. Temple of Swafnir ..... Temple
8. Master Hesindian ..... Healer
9. Temple of Efferd ..... Temple
10. Salzeran Court ..... Inn
11. Temple of Travia ..... Temple
12. Fire and Water ..... Tavern
13. Veteran's Rest ..... Inn
14. Rorben of Salza ..... Chandler
15. Skipper Mairos ..... Tavern
16. Jokol the Black ..... Herbalist

S1. To Merske

S2. Harbor

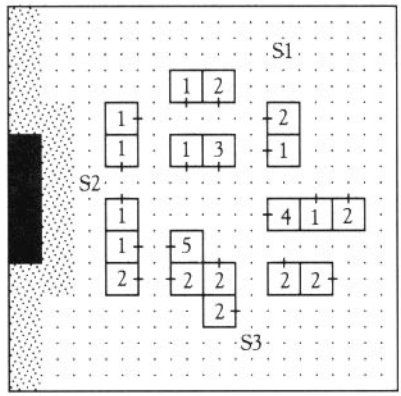
Merske - Merske is a small fishing villiage, host to nearly 200 inhabitants. The village lies on a well traveled road between Thorwal and Salza, and welcomes its many travelers, often selling its bounty of goods for a bit of hard earned ducats.



1. Encounter random Arkanian.
2. The door is firmly locked. Do you want to break into the house? (Yes/No)
3. Temple of Efferd ..... Temple
4. Arriano D'espogos ..... Chandler
5. Seaview ..... Inn
6. Gorm Harrick ..... Smith

S1. To Serske
S2. Harbor
S3. To Rovamund
S4. To Efferdun

Serske - A small village a few miles south of Thorwal, its 220 inhabitants buy and sell dozens of goods in the Thorwalian market, and rely on it for their daily wages. These frequent visits to Thorwal breed word of Serske's atmosphere, and draw numerous residents of the large city to Serske's serene shores.



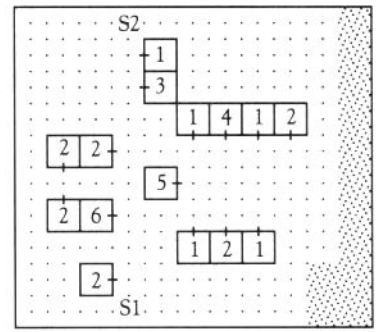
1. Encounter random Arkanian.
2. Nobody seems to be at home. Do you want to break into the house? (Yes/No)
3. Orc Hook ..... Inn
4. Laske Hasgarsson ..... Smith
5. Westwind ..... Tavern

S1. To Thorwal
S2. Harbor
S3. To Merske and Breida

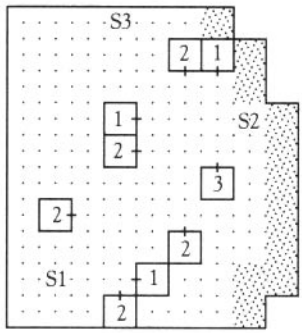
Rukian - A place forgotten by time and the Gods, Rukian's 80 backwood inhabitants constantly pray to Travia and hope for the most menial of survival needs. The residents make their livings from the herbs which grow around their village and from travelers passing through to other destinations.

1. Encounter random Arkanian.
2. The door is locked from the inside. Do you want to break into the house? (Yes/No)
3. Bjarne Bjarnsson ..... Smith
4. Bornland ..... Inn
5. Temple of Travia ..... Temple
6. Travia Mead ..... Tavern

S1. To Tjolia Ferry Station
S2. To Angbodirtal Ferry Station



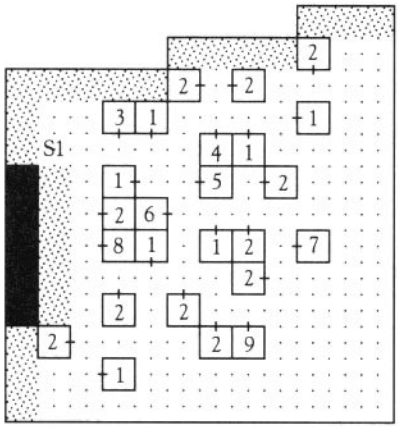
Angbodirtal Ferry Station - The residents of the Angbodirtal station stand dedicated to the tug which brings their daily food and supplies. Although a tiny community, its residents are well acquainted with one another, but rarely welcome outside company.



1. Encounter random Arkanian.
2. A sign says "I'm Off." Do you want to break into the house? (Yes/No)
3. Temple of Efferd ..... Temple

S1. To Rukian
S2. To Angbodirtal (ferry)
S3. To Auplog

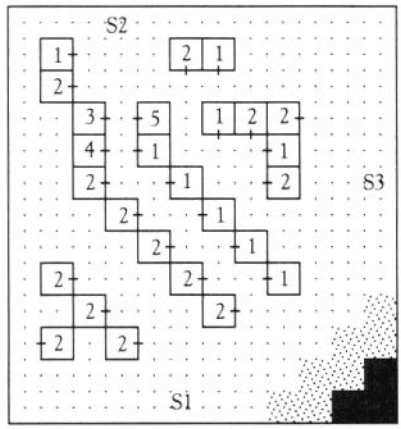
Angbodirtal - A small stream called the Arval enters the Bodir river near the hamlet of Angbodirtal. With a population of 217, the residents spend many a night in the town's square discussing the various Orc remains found by local hunters. Occasionally, they catch wind of a real sighting, terrifying the town.



1. Encounter random Arkanian.
2. There is no reaction from within. Do you want to break into the house? (Yes/No)
3. At the Arval ..... Inn
4. The Jumping Salmon ..... Tavern
5. Temple of Firun ..... Temple
6. Pirates' Tavern ..... Tavern
7. Beorn Hjallasson ..... Special
8. Hargolm, Son of Hordin .. Chandler
9. Ole Ormsson ..... Healer

S1. To Angbodirtal Ferry Station

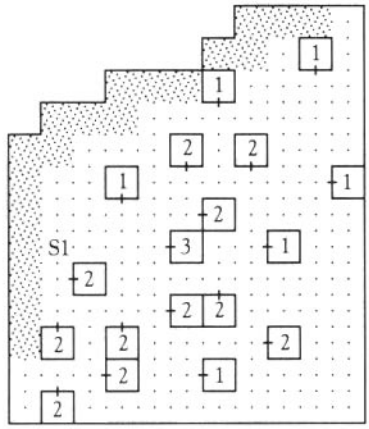
Auplog - They say this is the type of place that makes watching grass grow exciting. Even with its 240 inhabitants, Auplog remains tediously reserved, and folks seldom venture out for any more than the basic necessities.



1. Encounter random Arkanian.
2. There's a bolt across the door. Do you want to break into the house? (Yes/No)
3. Temple of Phex ..... Temple
4. Swift Arrow ..... Tavern
5. Hjargard's ..... Inn

S1. To Angbodirtal Ferry Station
S2. To Varnhome
S3. To Vilnhome

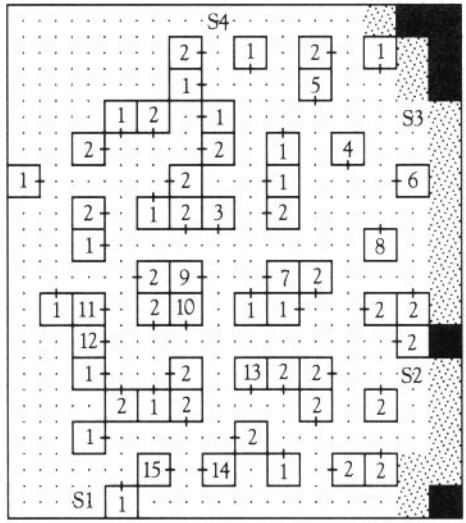
Bodon - Pardon the Tuzakian, but Bodon and its 123 residents give new meaning to serenity. They are laid back, and seldom make any effort to clean, cook or gather supplies. Amazingly, the Orcish lands begin just beyond the fields of this hamlet . . . where only fools and madmen go.



1. Encounter random Arkanian.
2. No response to our knocks, I'm afraid. Do you want to break into the house? (Yes/No)
3. The Happy Orc ..... Tavern

S1. To Vilnhome

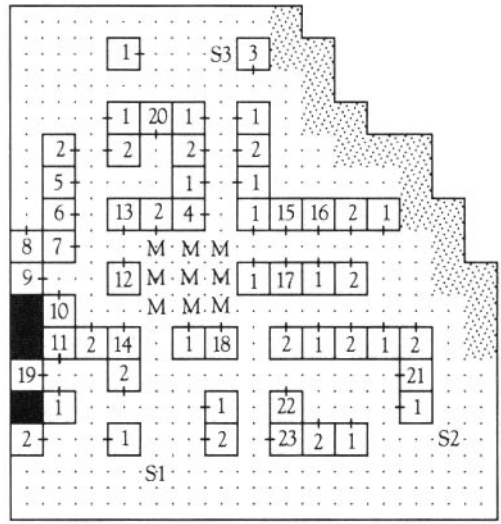
Vilnhome - A center of Thorwalian Bodir rafters, nearly all the city's 500 residents find employment in the trade and transport business, and provide themselves a tidy little profit. Vilnhome is one of Arkania's largest cities, and supports many businesses and individuals.



1. Encounter random Arkanian.
2. There's no reaction to your knock. Do you want to break into the house? (Yes/No)
3. Orc Skull ..... Tavern
4. Ore & Coal ..... Tavern
5. Allyron the Elf ..... Healer
6. Temple of Swafnir ..... Temple
7. Temple of Travia ..... Temple
8. The Old Rafters ..... Tavern
9. Thure of Guddasunden .. Chandler
10. Glockenspiel ..... Inn
11. Yasma Yngvarsdottir ..... Healer
12. Melion Mecaris ..... Herbalist
13. Argo, Son of Almer ..... Smith
14. Hjalla Liskolfsdottir ..... Chandler
15. The Great Bodir ..... Inn

S1. To Auplog
S2. To Bodon
S3. To Phexcaer
S4. To Upper Orcam

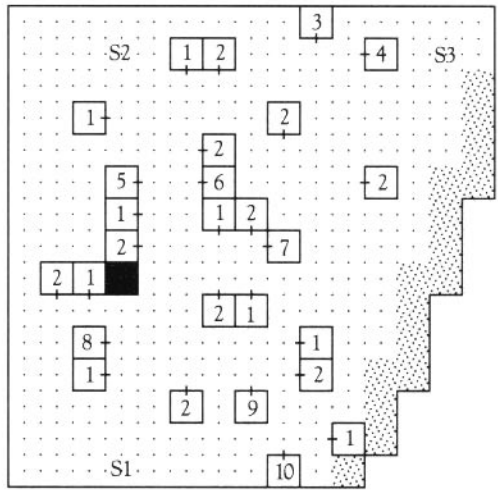
Upper Orcam - When your party enters Upper Orcam, you'll notice there's more than just Orcs and Norsemen in these parts. Among its approximately 930 inhabitants are nearly 100 Dwarves who spend their hours mining coal and ore . . . which they sell for a good profit to Thorwal.



1. Encounter random Arkanian.
2. The door stays shut to your loud knocking. Do you want to break into the house? (Yes/No)
3. Temple of Ifirn ..... Temple
4. Black Gold ..... Inn
5. Iron Oxhoft ..... Tavern
6. Morka, Son of Grufalm .... Weapons
7. Rodar, Son of Grufalm ..... Smith
8. *Mysterious Cave Entrance*
9. Temple of Ingerimm ..... Temple
10. Ingerimm's Forge ..... Tavern
11. Thure Olvirsson ..... Chandler
12. Temple of Travia ..... Temple
13. Tardosch, Son of Grufalm ..... Chandler
14. Restawhile ..... Inn
15. By the Bodirside ..... Tavern
16. Starkad Hengistson ..... Healer
17. Happy Prospector ..... Inn
18. Hatja Zhufis ..... Herbalist
19. Kolban Getrosch ..... Smith
20. Master Veridis ..... Healer
21. Korbosch, Son of Korok ... Weapons
22. Iron Fist ..... Taverm
23. Travicdan Jassdel ..... Smith

S1. To Vilnhome
S2. To Hermit's Lake
S3. To Felsteyn

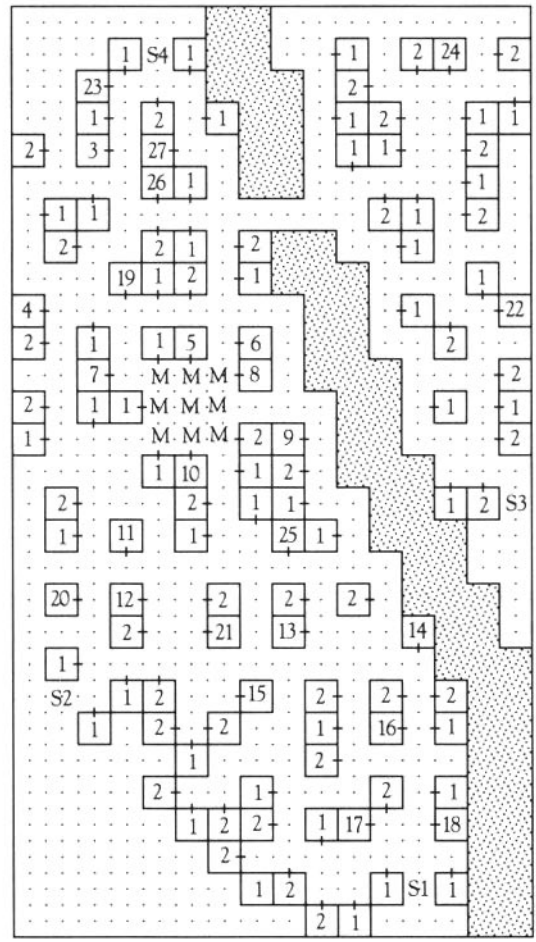
Felsteyn - The perilous mountain road to Orkanger starts in Felsteyn. Many adventurers can be seen picking up much needed supplies from the town's 210 inhabitants, the last they will see for quite some time. Your party should take the same heed, stocking up on essential items for the journey ahead.



1. Encounter random Arkanian.
2. The door seems to be locked. Do you want to break into the house? (Yes/No)
3. Throndax ..... Healer
4. Temple of Firun ..... Temple
5. Temple of Ingerimm ..... Temple
6. Rock and Ore ..... Tavern
7. Hjaldor's Rest ..... Inn
8. Eldgrima's Lounge ..... Tavern
9. Clever Masgar's ..... Chandler
10. Isleif Olgardsson ..... Special

S1. To Upper Orcam
S2. To Orkanger
S3. To Hermit's Lake

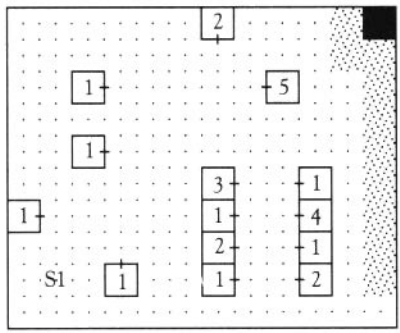
Phexcaer - Known as the "City of Thieves," Phexcaer welcomes visitors with open pockets and free flowing ducats. Its 2500 hundred inhabitants have no reservations about thievery, finding it quite a normal part of everyday life. Keep your purse in close quarters!



1. Encounter random Arkanian.
2. You knock, but nothing happens. Do you want to break into the house? (Yes/No)
3. At the Large House ..... Tavern
4. Regolan Russil ..... Weapons
5. Temple of Phex ..... Temple
6. Halika Ferdes ..... Merchant
7. Master Haimamud ..... Chandler
8. Snapper ..... Tavern
9. The Lambs and Wolves ..... Tavern
10. Red Kite ..... Inn
11. Walrude Hesoch ..... Weapons
12. Temple to Peraine ..... Temple
13. Temple of the Golden One Temple
14. Alrik Derondan ..... Smith
15. Seven Heavens of Phex ..... Inn
16. Mada Huilin ..... Healer
17. Raging Bodir ..... Tavern
18. Grey Bailiff ..... Inn
19 Brothel
20 Ektor Gremob's Villa
21. Gambling Hall
22. Waggoner's
23. The Woodpecker's ..... Tavern
24. Tall Gerbald ..... Smith
25. Small Shop ..... Merchant
26. Town Hall
27. Madd Huilin ..... Healer

S1. To Vilnhome
S2. To Hermit's Lake
S3. To Skelellen
S4. To Groenvelden

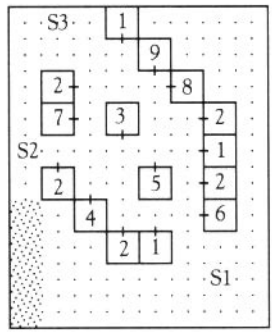
Groenvelden - A backwoods town, Groenvelden's 54 residents keep to themselves, often playing cards or counting Orc bones to pass the time. They are, indeed, not an interesting bunch, but they have learned a thing or two from passing travelers.



1. Encounter random Arkanian.
2. No one answers our calls. Do you want to break into the house? (Yes/No)
3. Bodir Boozer ..... Tavern
4. Safe Haven ..... Inn
5. Temple of Peraine ..... Temple

S1. To Phexcaer

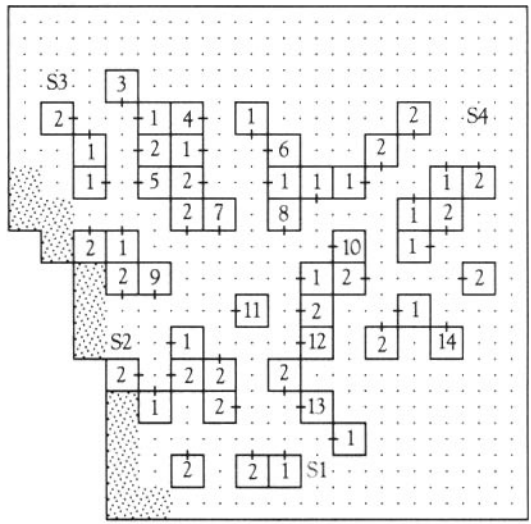
Vaermhag - A hamlet of 160 souls on the great coastal road, most the residents of Vaermhag are quite wealthy. Trade routes come and go, paying a price to rest their livestock or their workers for a night. The villagers willingly oblige for a ducat.



1. Encounter random Arkanian.
2. The heavy door is bolted. Do you want to break into the house? (Yes/No)
3. Temple of Rondra ..... Temple
4. Coastal Mist ..... Tavern
5. The Salzeran ..... Smith
6. Sendo from Thorwal ..... Healer
7. Tuwine Fjolnirsdottir ..... Chandler
8. Temple Tavern ..... Inn
9. Alrik Groben ..... Chandler

S1. To Thorwal
S2. Harbor
S3. To Varnhome

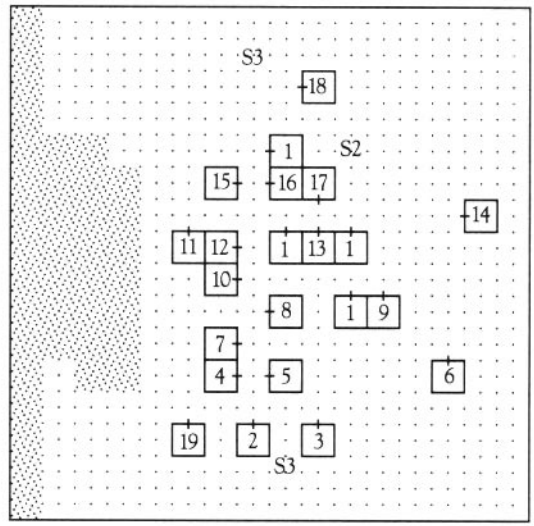
Varnhome - The last civilized settlement on this side of the Gulf of Prem, beyond Varnhome lies only Daspota, a town full of beggars and villians . . . or at least Varnhome's residents believe this to be the case. It's 400 inhabitants often go out of their way to avoid mention of that pirate's den.



1. Encounter random Arkanian.
2. Not a soul answers your calls. Do you want to break into the house? (Yes/No)
3. Eliane Windenbeck ..... Map Piece
4. Lingard Karvensdotter ..... Herbalist
5. The Bow and Cutlass ..... Tavern
6. Firunja of Olport ..... Weapons
7. Rorlif's Humble Abode ..... Inn
8. Olgarda N. Traveller ..... Chandler
9. Varnhome Inn ..... Inn
10. The Pelican ..... Tavern
11. Temple of Travia ..... Temple
12. Herjan ..... Healer
13. Vandrad the Shrewd ..... Chandler
14. Einar Eindrinsson ..... Smith

S1. To Vaermhag
S2. Harbor
S3. To Daspota
S4. To Auplog

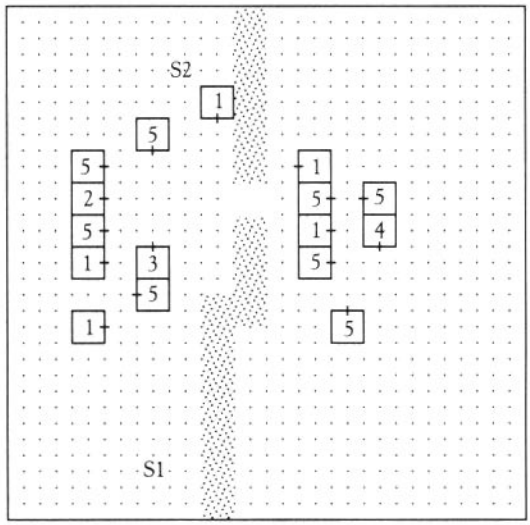
Daspota - Daspota can hardly be called a peaceful village. With the singular exception of the Cards Den (a map-makers), any house in Daspota offers ample opportunity for a fight. Keep your hand on your blade - the opponents are tough!



1. Encounter random Arkanian.
2. Smith ..... 1 Pirate
3. Guard House ..... 4 Pirate
4. Gambling Den ... 4 Pirates, 1 Rogue
5. Pirate King ..... Tavern
   ..... 8 Pirates, 4 Rogues
6. Guard House ..... 2 Pirates
   ..... Later, 4 Pirates
7. Sailmaker's ..... 1 Rogue
8. Peg Leg ..... Tavern
   ..... 6 Pirates
9. Warehouse ..... 4 Pirates
   ..... Later, 4 Pirates, 1 Rogue
10. Pillow Talk ..... Brothel
    ..... 6 Rogues
11. Timberer/Shipwright's ..... 4 Pirates
12. R.I.P. ..... Tavern
    ..... 1 Rogue, 1 Pirate
13. Tatooist's ..... 2 Pirates
14. Captain's House ..... 4 Pirates
    ..... Later, 4 Pirates
15. Green Horseshoe ..... Tavern
    ..... 6 Pirates, 1 Rogue
16. Sonya's ..... Brothel
    ..... 4 Rogues
17. Hook and Crook ..... Tavern
    ..... 4 Rogues, 1 Pirate
18. Guard House ..... 4 Pirates
19. Card's Den

S1. To Varnhome
S2. To Rybon
S3. To Ottarje

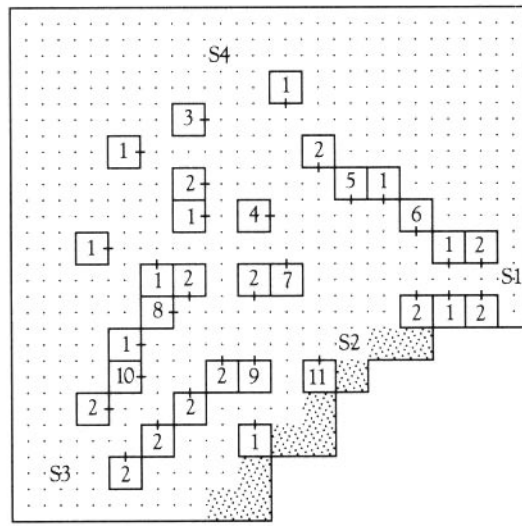
Rybon - The 78 inhabitants of Rybon are accustomed to being treated as an unwilling supply depot for Daspota's pirates. Strangers are quite rare here, and are treated with appropriate suspicion.



1. Encounter random Arkanian.
2. Harbour Tavern ..... Inn
3. Temple of Travia ..... Temple
4. Brin Bolter ..... Smith
5. The door is barred from the inside. Do you want to break into the house? (Yes/No)

S1. To Daspota
S2. To Thoss

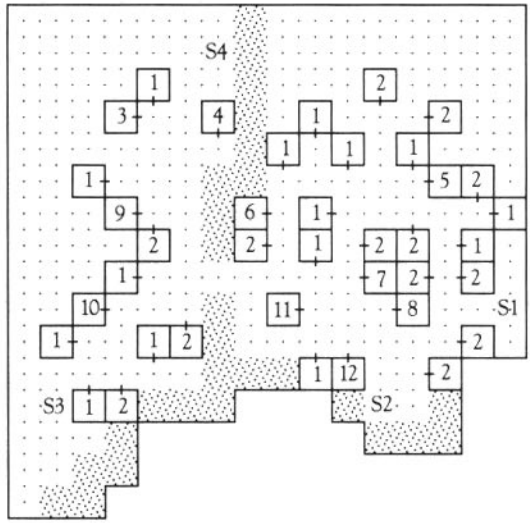
Ottarje - 210 inhabitants and growing, Ottarje is a small fishing village connected to a large number of settlements, above Ljasdhal on Hjalland. Its residents spend days on the waterways, and enjoy their village life.



1. Encounter random Arkanian.
2. No one comes to answer the door. Do you want to break into the house? (Yes/No).
3. Thorgun the Strong ..... Smith
4. Temple of Travia ..... Temple
5. Ljasdahl's Jump ..... Inn
6. Hjore Ahrensson's House ... Special
7. Tevil Wallason ..... Chandler
8. Vandrad Paavifahrer ..... Weapons
9. Grand Dragon ..... Tavern
10. Tiro of Brabak ..... Healer
11. Garald Deornsson ..... Chandler

S1. To Daspota
S2. Harbor
S3. To Skjal
S4. To Orvil

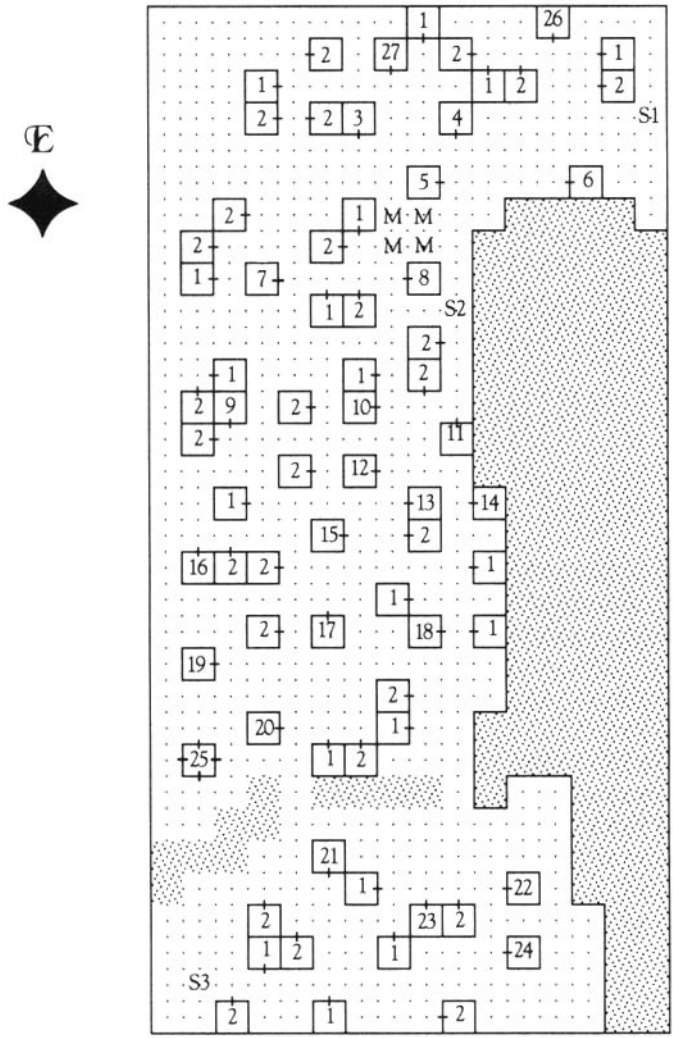
Skjal - A small harbor at the mouth of the Skjaval river, Skjal offer a chance to reach diverse places on the Gulf of Prem. Its approximately 350 inhabitants are true and rugged Thorwalians, and share many things in common with their sister city.



1. Encounter random Arkanian.
2. The door is securely locked. Do you want to break into the house? (Yes/No)
3. The Old Pirate ..... Tavern
4. Gera Tjalfsdottir ..... Healer
5. Lingard Von Hjalsingor .... Herbalist
6. Jurge Torfinsson's House ..... NPC
7. The Dead Shark ..... Inn
8. Raskir Southern Traveller .... Chandler
9. Ingram Ingramsson ..... Smith
10. Korja Egilsdottir ..... Chandler
11. Temple of Efferd ..... Temple
12. Golden Cup ..... Tavern

S1. To Ottarje
S2. Harbor
S3. To Prem
S4. To Orvil

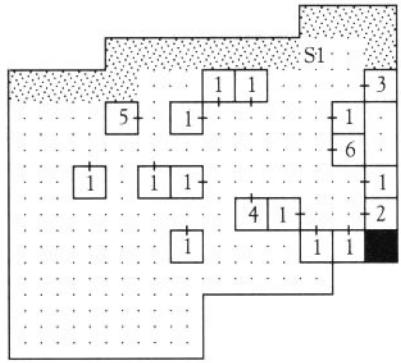
Prem - The men and women of Prem consider themselves the true heirs of the Hjaldings. A giant city, its nearly 2300 inhabitants are equally skilled with a battle axe and a stout mug. Here, visitors can find nearly anything they wish for.



1. Encounter random Arkanian.
2. The door is barred from the inside. Do you want to break into the house? (Yes/No)
3. Hjalskes' ..... Tavern
4. Fortress ..... Inn
5. Thinmar Oris ..... Healer
6. Temple of Swafnir ..... Temple
7. Ottasjolm ..... Inn
8. Rover's Return ..... Tavern
9. At the Rock ..... Tavern
10. Beo Beornsson ..... Merchant
11. All the Winds ..... Tavern
12. Temple of Travia ..... Temple
13. Storko of Gollbritz ..... Merchant
14. Eirik Skullcrusher ..... Healer
15. Venske's ..... Inn
16. Orgen Gundridson ..... Smith
17. Premian Arms ..... Inn
18. Grey Goose ..... Tavern
19. Herm Jurgasvalsson ..... Weapons
20. Sperm Whale ..... Tavern
21. One Leg ..... Herbalist
22. Strong Deorn ..... Smith
23. Dragon's Neck ..... Tavern
24. Anga Orgensdottir ..... Healer
25. Entrance to Mine
26. Temple of Rondra ..... Temple
27. Swafnild Ragnarsdottir ... Merchant

S1. To Skjal
S2. Harbor
S3. To Kord

Aryn - A backwater hamlet on the Treban peninsula. The 110 inhabitants rely on supplies boated from Runinshaven and Prem.



1. Encounter random Arkanian.
2. The heavy door stays shut. Do you want to break into the house? (Yes/No)
3. Asgrimm of Treban ..... Chandler
4. The Far View ..... Inn
5. The Kendarian ..... Healer
6. Nellgar's ..... Tavern

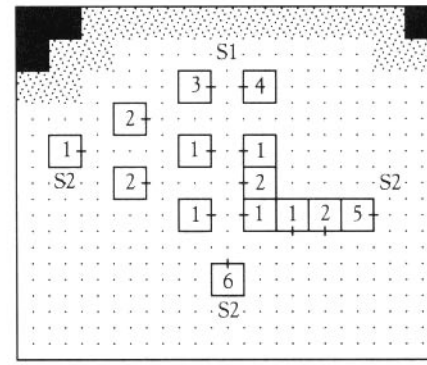
S1. Harbor

Runinshaven - Runinshaven is the only sea port on Runin. The village is home to only 200 people, who tend to be loners, spending much of their time indoors or fishing in nearby waters.

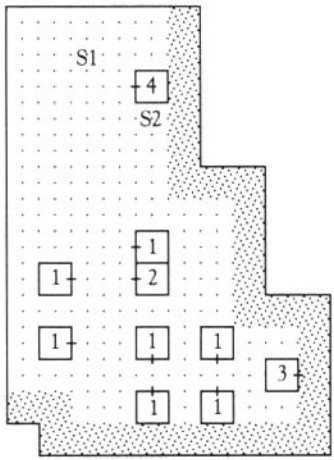
1. Encounter random Arkanian.
2. No one answers your knocks. Do you want to break into the house? (Yes/No)
3. Tore Lingardson ..... Chandler
4. Gulf of Prem ..... Tavern
5. Tevil the Bull ..... Healer
6. Temple of Swafnir ..... Temple

S1. Harbor

S2. To Runin Lighthouse



Runinshaven Lighthouse - A tiny hamlet, host to barely 20 people, Runinshaven Lighthouse holds the keeper which guides ships on the waters. Its inhabitants support the lighthouse and community in everything they do.



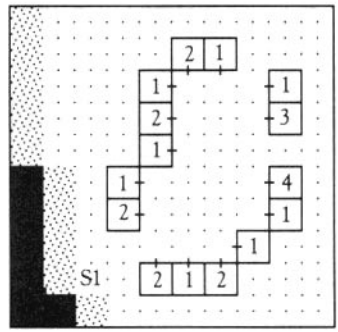
1. Encounter random Arkanian.
2. Faenwulf Far Traveler ..... Healer
3. Sir-tech Sofware development team's private lighthouse bungalow on the water (no access).
4. Laske Laskesson ..... Chandler

S1. To Runin
S2. Harbor

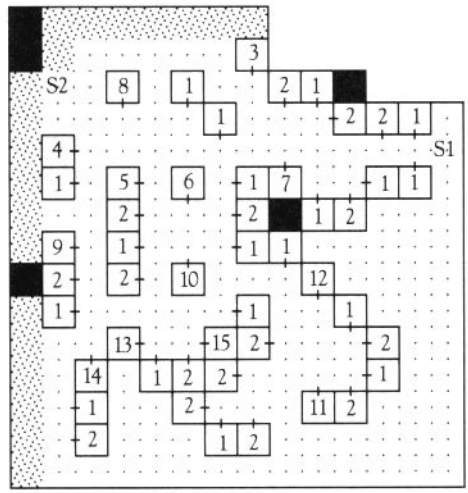
Treban - 70 people enjoy the days in the hamlet of Treban. Although the town isn't exactly a tourist mecca in Arkania, it is beautiful, and its residents delight in their quiet day-to-day existance.

1. Encounter random Arkanian.
2. Nobody lets you in. Do you want to break into the house? (Yes/No)
3. Warder's ..... Inn
4. Erkenhild Egilsdottir ..... Chandler

S1. Harbor



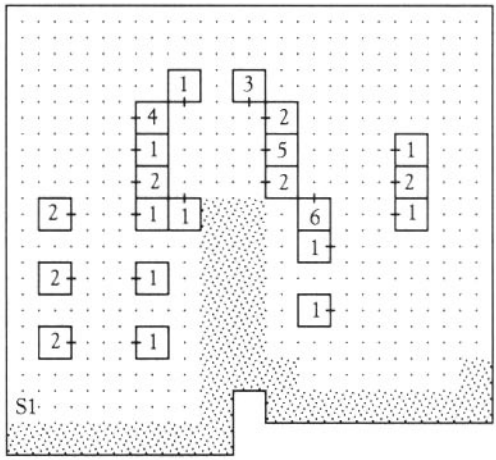
Kord - An important stop for ships sailing between Thorwal and Olport, Kord hosts many visitors to the profit of its 550 human inhabitants. Aside from trade and labor in the harbors, many residents seek out a living from fishing the waters.



1. Encounter random Arkanian.
2. No one takes the trouble of opening the door for you. Do you want to break into the house? (Yes/No)
3. Hardred Gorm ..... Weapons
4. Olport Arms ..... Inn
5. Kauuri Jaarin ..... Chandler
6. Temple of Travia ..... Temple
7. Uncle Jora ..... Chandler
8. Temple of Efferd ..... Temple
9. Asko of Andergast ..... Herbalist
10. Mainmast ..... Inn
11. Tronde Olvirsson ..... Smith
12. Far Sea ..... Tavern
13. Fill-Up Thin's ..... Tavern
14. Solva of the Meadows ..... Healer
15. Old Valpo ..... Healer

S1. To Prem
S2. Harbor

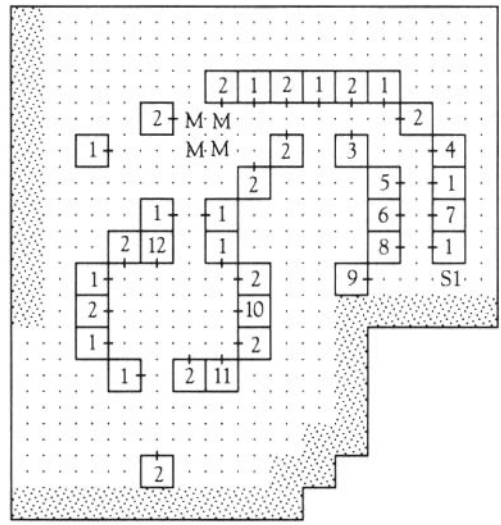
Guddasunden - A typical Thorwalian settlement high above Guddingar Fjord. About 100 people take in the awesome views as they wake in the mornings, and head off to the sea in hopes of catching a day's pay with Swafnir's blessing.



1. Encounter random Arkanian.
2. There appears to be nobody in. Do you want to break into the house? (Yes/No)
3. Temple of Swafnir ..... Temple
4. Ourselves Alone ..... Tavern
5. At the Fjord ..... Inn
6. Hjaldar Surasson ..... Smith

S1. Harbor

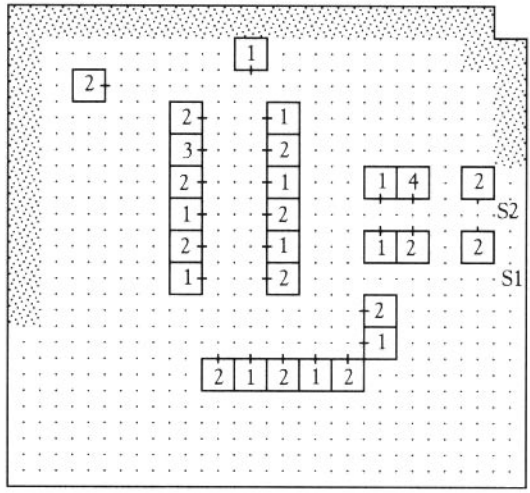
Hjalsingor - Situated at the entrance of Hjalsingor Fjord, Hjalsignor can be reached only by ship. The 347 inhabitants make their livings, for the most part, from Efferd's blessing from the sea.



1. Encounter random Arkanian.
2. No reaction... Do you want to break into the house? (Yes/No)
3. Hjura Olgardsdottir ..... Smith
4. Lialin of Waskir ..... Herbalist
5. Temple of Phex ..... Temple
6. Ottashaven ..... Tavern
7. Swafnir Alehouse ..... Inn
8. Asleif the Fair ..... Chandler
9. Temple of Efferd ..... Temple
10. Algrid Trondesdotter ..... Special
11. Hakon ..... Healer
12. The Sledgehammer ..... Tavern

S1. Harbor

Rovik - Rovik, a Thorwalian border village, is a classic example of an ottaskin. All of its 181 inhabitants are of the same ottaskin, Ottajaskog, and travel to the outer isles to trade their clan's wares.

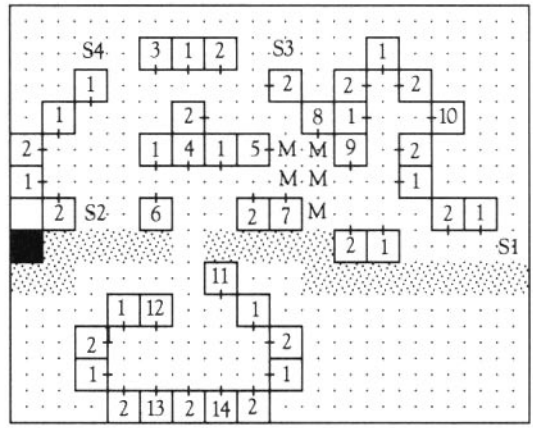


1. Encounter random Arkanian.
2. A sign on the door says "Gone Fishing" Do you want to break into the house? (Yes/No)
3. Cern Cernsson ..... Smith
4. Warden's ..... Inn

S1. To Orvil

S2. Harbor

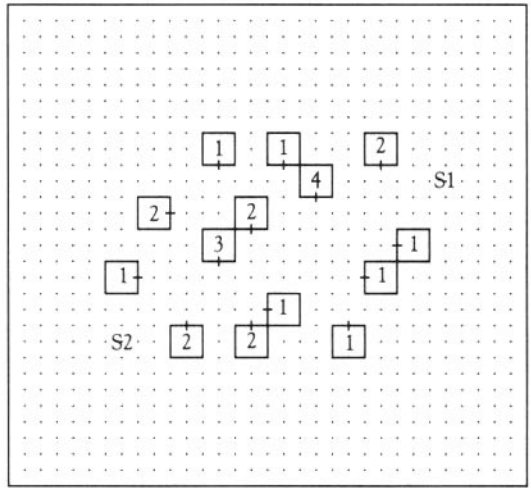
Orvil - This harbor town of 443 inhabitants is located at the innermost shore of Rovik's Fjord, and marks the beginning of a famous trade route, deserving of the name. Its residents support the trading well . . . and enjoy spending the silver it brings them.



1. Encounter random Arkanian.
2. No one reacts to your knocking. Do you want to break into the house? (Yes/No)
3. Bjarnilda ..... Healer
4. Temple of Travia ..... Temple
5. Double Brandy ..... Tavern
6. Liskolf Angason ..... Weapons
7. Arve Firehead ..... Chandler
8. Starkad Swafnansson ..... Chandler
9. Jadra's ..... Inn
10. Umbrik Sevenstone's House
11. Rovik's Fjord ..... Inn
12. Korbosch, Son of Krimog ... B-smith
13. Eirik the Hjallander ..... Healer
14. The Shark and Harpoon .... Tavern

S1. To Skjal and Ottarje
S2. Harbor
S3. To Ala
S4. To Rovik

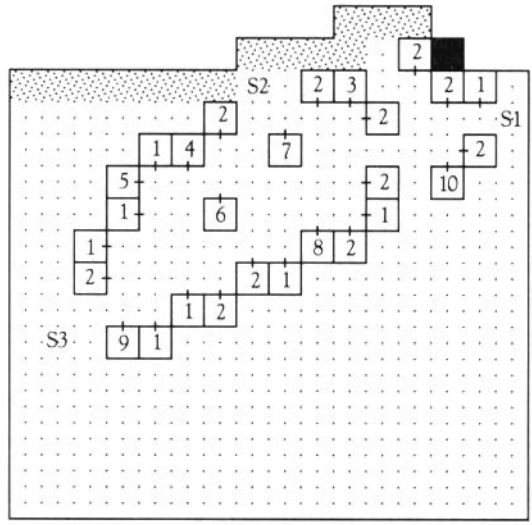
Ala - A distant and nearly forgotten lumber hamlet, Ala is home to 80 rugged lumberjacks and their families.



1. Encounter random Arkanian.
2. The door seems locked from the inside. Do you want to break into the house? (Yes/No)
3. High Firs ..... Inn
4. Marada Garsvirsdottir ..... Chandler

S1. To Thoss or Tjanset
S2. To Orvil

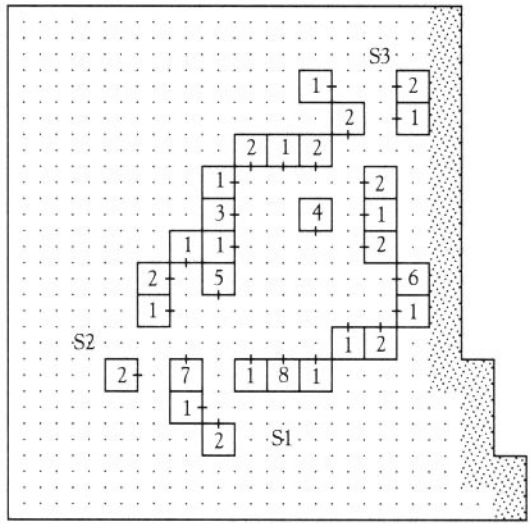
Tjanset - A small harbor on the Hjalding Gulf that offers relaxation for many visitors. Almost all of its 200 residents were born in villages on the western coastline, and tend to stay in the area, enjoying its serene aura.



1. Encounter random Arkanian.
2. This building seems to be empty. Do you want to break into the house? (Yes/No)
3. Master Moryan ..... Healer
4. The Strandrobbers ..... Tavern
5. Havena-Hobart ..... Chandler
6. Brin's ..... Inn
7. Temple of Efferd ..... Temple
8. Four Ships ..... Tavern
9. Runolf Ingirason ..... Smith
10. Hasgar of Manrek ..... Herbalist

S1. To Liskor
S2. Harbor
S3. To Ala or Thoss

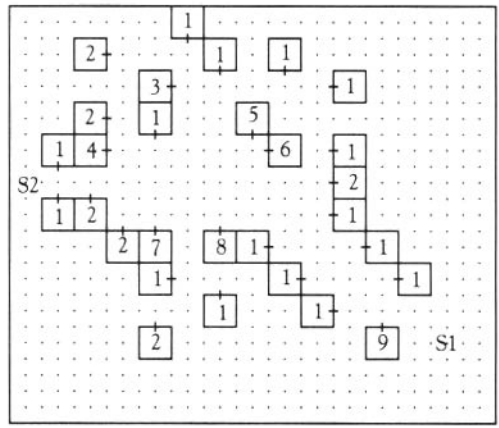
Thoss - Nearly all of Thoss' 168 residents are fishermen, driving the salmon from their stream runs, and preparing the delicious smoked salmon that is famous throughout Arkania. Thoss' residents, however, having had their fill of salmon, prefer "common" rations.



1. Encounter random Arkanian.
2. There doesn't seem to be anybody in. Do you want to break into the house? (Yes/No)
3. Yasma Thinmarsdotter 's House
4. The Lusty Boar ..... Inn
5. The Leaping Salmon ..... Tavern
6. Thossel Tavern ..... Tavern
7. Yngvar Malmstein ..... Chandler
8. Herdi Grimason ..... Healer

S1. To Rybon
S2. To Ala and Tjanset
S3. To Liskor

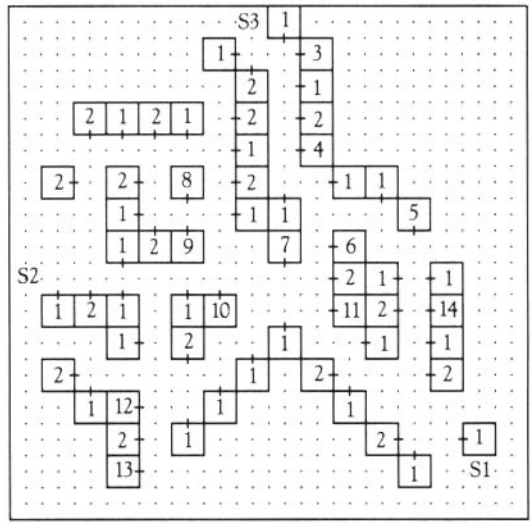
Orkanger - A border village on the northern edge of the Hjaldor mountains. With 180 inhabitants, the town isn't exactly rocking, but it is an active community. Most citizens make their day's wage by lumbering or by offering their services as a guide to travelers in need.



1. Encounter random Arkanian.
2. The door is shut, but not locked. Do you want to break into the house? (Yes/No)
3. Hama Halyra ..... Healer
4. Hjaldor Giant ..... Tavern
5. Temple of Rondra ..... Temple
6. Saldar Isleifsson ..... Smith
7. Gero of Phexcaer ..... Chandler
8. Orc's Death ..... Tavern
9. The Old Mine ..... Inn

S1. To Felsteyn
S2. To Clanegh

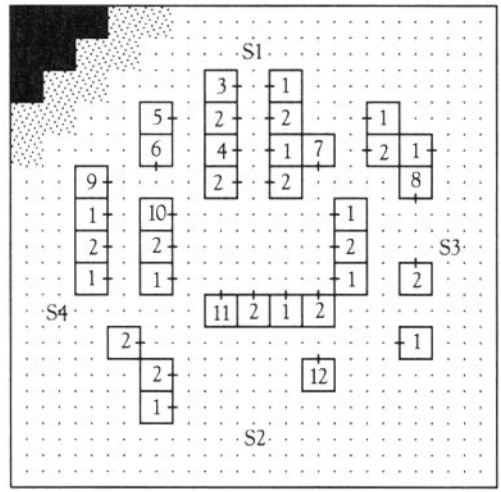
Clanegh - The 620 people of Clanegh are known for being particularly fervent followers of the gods. Whether this is because they are often attacked by Orcs isn't known, but it is very likely. Naturally, residents are wary of outsiders.



1. Encounter random Arkanian.
2. The door is bolted from the inside. Do you want to break into the house? (Yes/No)
3. Temple of Ifirn ..... Temple
4. Branda Bersisdottir ..... Chandler
5. Hjalldi Swafnansson ..... Smith
6. Oxhoft ..... Tavern
7. Temple of Travia ..... Temple
8. Temple of Swafnir ..... Temple
9. Rahja's Cornucopia ..... Tavern
10. Karven Snakeslayer ..... Chandler
11. Travia's Blessing ..... Inn
12. Clanegh Brew ..... Tavern
13. Ifirnsgira Alljari ..... Herbalist
14. Urod of Njurun Lake ..... Healer

S1. To Orkanger
S2. To Liskor
S3. To Tyldon

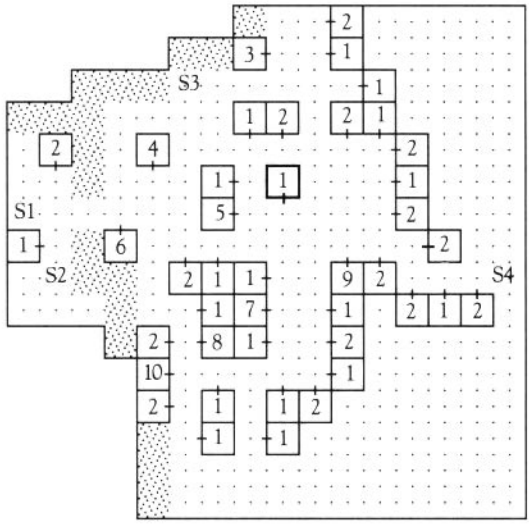
Ljasdahl - Ljasdahl is a minute harbor town on the isle Hjalland. The 440 inhabitants subsist on fishing and on their location - on the shipping route between Varnhome and Ottarje. Any seafarer trying to avoid Daspota is likely to stop in here, boosting the area's economy greatly.



1. Encounter random Arkanian.
2. The door is locked from the inside. Do you want to break into the house? (Yes/No)
3. Temple of Swafnir ..... Temple
4. Branda Sturmtrutz ..... Healer
5. Alwine ter Haas ..... Chandler
6. Thorkatla of Rybon ..... Weapons
7. Chain and Anchor ..... Tavern
8. Norhild Fjolnirsdotter ..... Smith
9. Eilif Minkoya ..... Herbalist
10. Foaming Brine ..... Tavern
11. House Hjalland ..... Inn
12. Old Hjaldis ..... Healer

S1. Port
S2. To Hjalland Farm
S3. To S4
S4. To S3

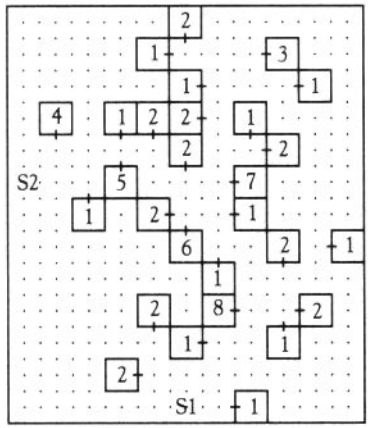
Liskor - A small village at the mouth of the Thossel river, Liskor's 394 residents are well known for their hospitality. They offer numerous benefits to travelers, but as with any group, there's likely to be a few that aren't interested in meeting your party.



1. Encounter random Arkanian.
2. The door is securely bolted from the inside. Do you want to break into the house? (Yes/No)
3. Temple of Swafnir ..... Temple
4. Temple of Efferd ..... Temple
5. Frolicing Reveller ..... Tavern
6. Ottavan Anhildsson ..... Chandler
7. The Tuzakian ..... Weapons
8. Brand Bilderstecher ..... Chandler
9. Hjalding Gulf ..... Inn
10. Unicorn ..... Tavern

S1. To Tjanset
S2. To Thoss
S3. Harbor
S4. To Clanegh

Tyldon - Tyldon is one of Arkania's oldest settlements and has a rich history all its own. It is also quite well supplied because of its proximity to Waskir. The 170 rugged villagers are primarily farmers and lumberjacks.



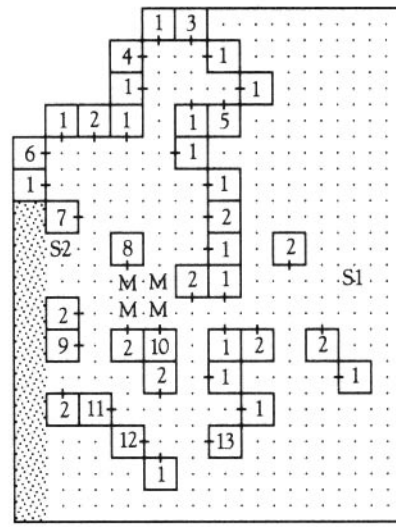
1. Encounter random Arkanian.
2. You see a sign: "Be back soon." Do you want to break into the house? (Yes/No)
3. Grima Rordiksdottir ..... Weapons
4. Fjolnir Levthansson ..... Smith
5. Tree Goes There! ..... Tavern
6. Grand Old Inn ..... Inn
7. Temple of Travia ..... Temple
8. Kaeelan Lurjaan ..... Chandler

S1. To Clanegh
S2. To Visdand

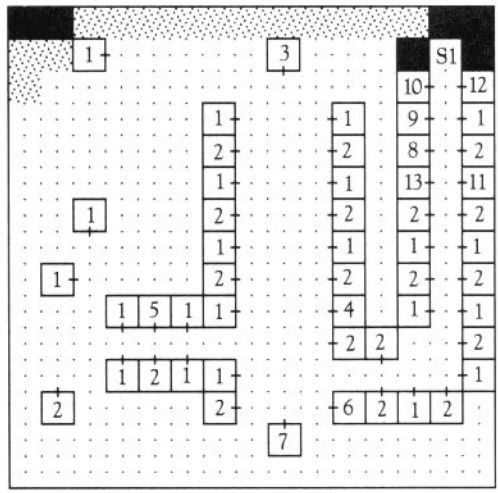
Vidsand - All harbors on the Hjalding Gulf can be reached from Vidsand, making it a popular tourist depot within Arkania. Ships come and go regularly to many ports, and provide the town with a strong economy and a horde of supplies.

1. Encounter random Arkanian.
2. This house seems to be unoccupied. Do you want to break into the house? (Yes/No)
3. Axe and Goupillon ..... Tavern
4. Grima Tjalfsdottir ..... Healer
5. Fat Alfhild ..... Chandler
6. Ragna Firunjasdotter's House
7. Temple of Efferd ..... Temple
8. The Calm ..... Inn
9. Second Ottarjara ..... Tavern
10. Siro of Belhanka ..... Chandler
11. Efferdi Bonesetter ..... Healer
12. Thinmar Premsfari ..... Herbalist
13. Phileas Gormsson ..... Smith

S1. To Tyldon
S2. Harbor



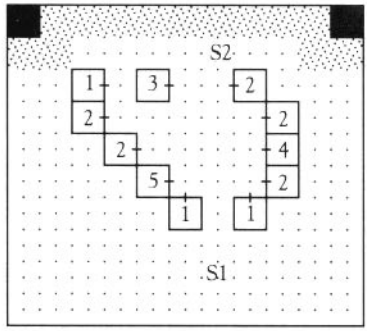
Overthorn - Situated on top of a cliff, Overthorn offers awe-inspiring views of the gulf beyond. Its 480 residents are used to the traffic of sightseers, but are not entirely open-armed about the influx of people to their city. Its cliff location may only be reached by water.



1. Encounter random Arkanian.
2. The building appears to be uninhabited. Do you want to break into the house? (Yes/No)
3. Temple of Swafnir ..... Temple
4. Alrik's ..... Tavern
5. Grey Storko ..... Healer
6. Holle Bornstein ..... Smith
7. Temple of Rondra ..... Temple
8. Kherim Al Sharrami ..... Weapons
9. Admiral's ..... Inn
10. Hyggelik Ingramson ..... Weapons
11. Golden Coast ..... Inn
12. Cornucopia ..... Tavern
13. Hjalla of the Winds ..... Chandler

S1. Harbor

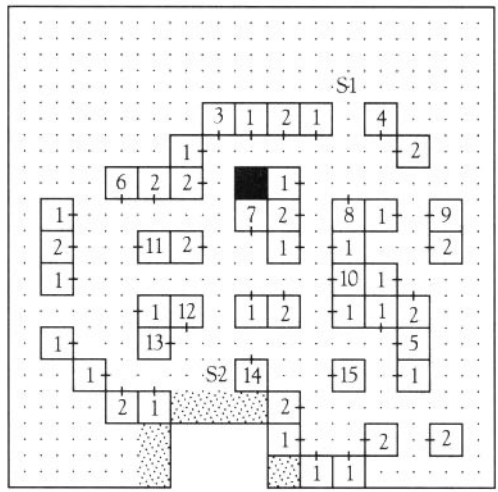
Brendhil - The smaller of the two settlements on Manrek Island, Brendhil remains a fisherman's town. Its 120 inhabitants spend most days on the waters which surround the island, but also take a hand in a bit of petty pirating.



1. Encounter random Arkanian.
2. Nobody seems to be at home. Do you want to break into the house? (Yes/No)
3. Giryo's ..... Inn
4. Salda Oriksdottir ..... Chandler
5. Tiomar Swafnildsson's house

S1. To Manrin
S2. Harbor

Manrin - Nearly 450 inhabitants live in Manrin on Manrek's Island. A lot of seafarers on their way to Olport stop here to stock up at the market that's held once a fortnight.

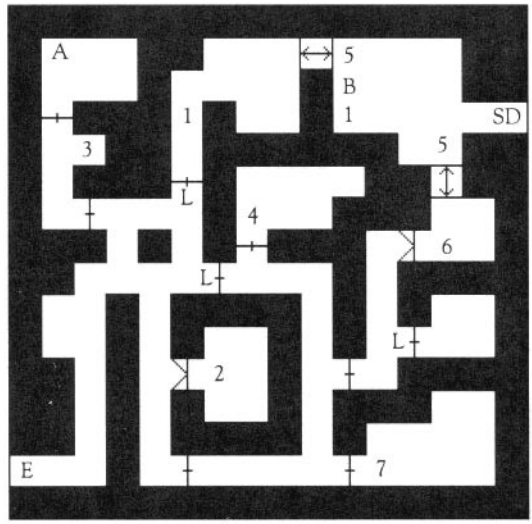


1. Encounter random Arkanian.
2. There's no answer to our knocks. Do you want to break into the house? (Yes/No)
3. Hjalding's Gulf ..... Inn
4. Temple of Ifirn ..... Temple
5. Down the Hatch ..... Tavern
6. Aki Berasson ..... Smith
7. Well-Filled Tankard ..... Tavern
8. Randor ..... Healer
9. Jadra of Guddasunden .... Herbalist
10. Hjore Ahrensson ..... Chandler
11. Herjolf Herjolfsson III ..... Weapons
12. Alrik of the Ramparts ..... Chandler
13. Jurga's Children ..... Inn
14. Temple of Swafnir ..... Temple
15. Eldgrimm Tevilsson ..... Smith

S1. To Brendhil
S2. Harbor

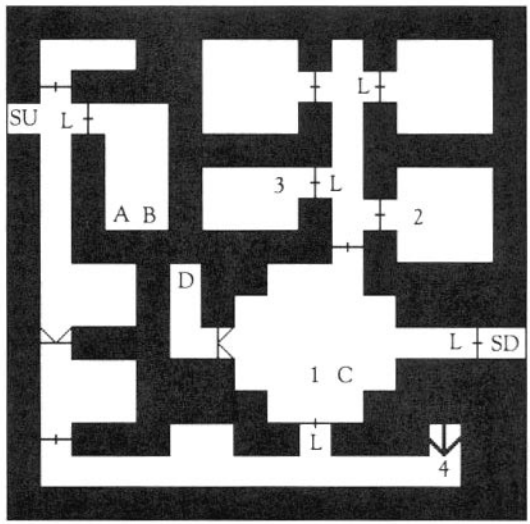
Dungeon Maps

Below Thorwal lies the Imperial Fortress dungeon, a five level cavern of cold rock and mischevious creatures. It is a place feared by travelers and native Thorwalians alike. However, its secrets and treasures are bountiful and worth the potential dangers that await.



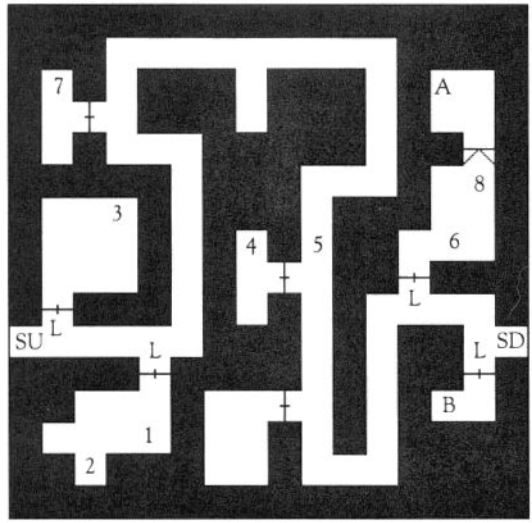
1. Alarm is raised triggering encounters.
2. Find brigand's equipment: 3 hoes, 2 shovels, 3 ropes, 14 torches, 20 units of oil and 3 crowbars.
3. A shrine to Phex. Wise adventurers will not plunder the altar.
4. The larder offers a cache of supplies: 50 parcels of food, 20 tankards of beer, 20 bottles of wine and 5 bottles of brandy.
5. Encounter six or more brigands.
6. Potential trap.
7. Encounter pirate.

A. Treasure chest.
B. Treasure chest.



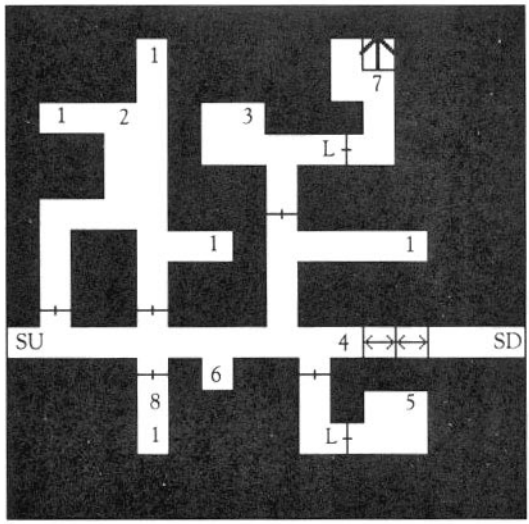
1. A band of brigands attacks the party.
2. Plunder! Find 3 spears, 3 halberds and a double fleurs.
3. Plunder! Regrettably, there's nothing to be found.
4. Pit leads to a shaft with iron steps.

A. Treasure chest.
B. Treasure chest.
C. Treasure chest.
D. Treasure chest.

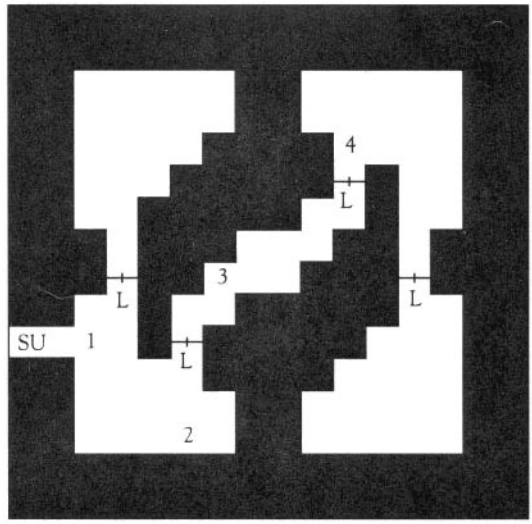


1. Shaft leads to level 4.
2. Find 4 torches.
3. Bottomless pit (do not enter).
4. A dead warrior serves as a silent warning.
5. The corridor has collapsed and blocks the way.
6. Some skeletons lie about the floor here.
7. Find a spear.
8. Trap.

A. Treasure chest.
B. Treasure chest.

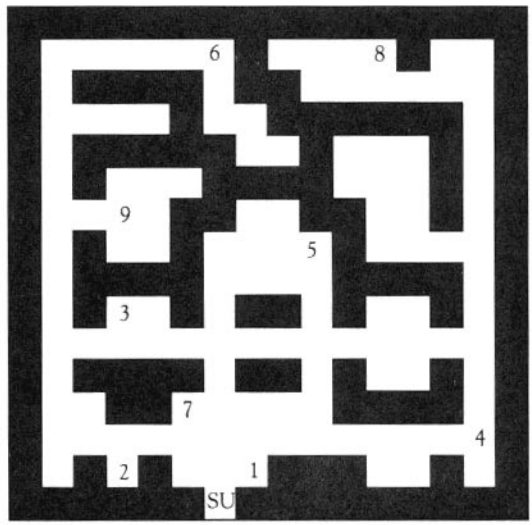


1. The corridor has collapsed and blocks the way.
2. Find a hoe.
3. Find a non-magical ring.
4. The corridor has collapsed, but it may be possible to pass the obstruction underwater.
5. Characters are attacked by suckers.
6. Party comes upon a dead dwarf.
7. Shaft up to Gurthag's smithy (#6) in Thorwal.
8. Landing point from #1, Level 3.



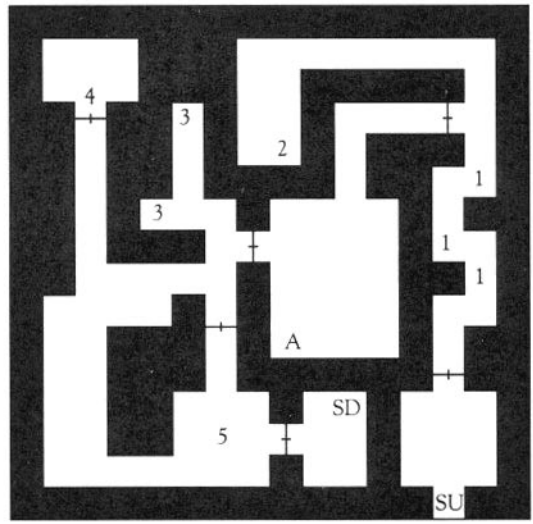
1. Former safe room. Three skeletons attack.
2. Find an orc hook.
3. A demon attacks.
4. 3 skeletons attack; more may enter.

While traveling from Felsteyn to Orkanger, a keen eye may catch the dark hints of a cave's mouth. Known as Goblin Cave, its confines have often harbored travelers and creatures alike.



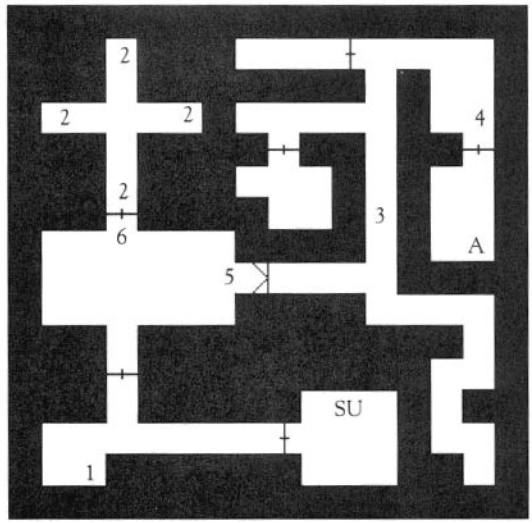
1. Party finds trash can that may be searched. If a character searches, he or she loses 5 charisma.
2. This cave bear does not pose any danger.
3. Party sees a goblin who can hardly keep on his feet.
4. A tough fight against eight giant staggas. Let's hope your team has lots of weapons on hand!
5. A large swarm of bats sleeps overhead.
6. The party spies a hole in the wall. If someone puts his or her hand inside, a rat will likely bite it resulting in serious and stubborn disease.
7. You come upon a dead boar which has only recently been gutted. Do you want to take some rations (Yes/No). If yes, you can carve ten rations from the wild boar before the rats get angry.
8. There are two dead goblins here who have nothing valuable to take.
9. Gobin's treasure trove.

Below Upper Orcam lies a once teeming village of Dwarves and their kind. Although the years haven't been so kind to the establishment, and some its walls have fallen with age, there are still those Dwarves, too stubborn to move, who remain behind.



1. The corridor may have collapsed, but can be cleared.
2. A statue of Ingerimm appears before the party. By pulling down its arm, the traps (#3) are deactivated.
3. These trap doors offer an abrupt way down to the next level.
4. Party is attacked by a Dwarf who was, perhaps, awakened rudely.
5. Crossbow bolt trap.

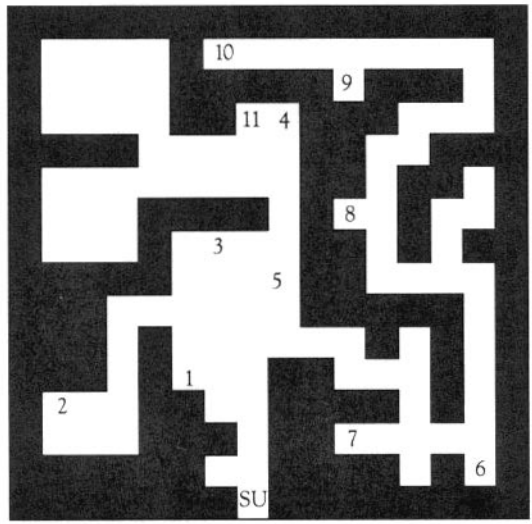
A. Treasure chest.



1. A statue of Ingerimm.
2. Characters can only travel through this section by moving backwards.
3. A realistic painting of the corridor behind a pit trap causes character to fall into the pit. To cross the pit, characters will have to keep jumping against the picture until it breaks. Put your heaviest character in the lead.
4. Spear trap.
5. Open passage to allow entrance at #6.
6. Open passage at #5 to allow entrance.

A. Treasure chest.

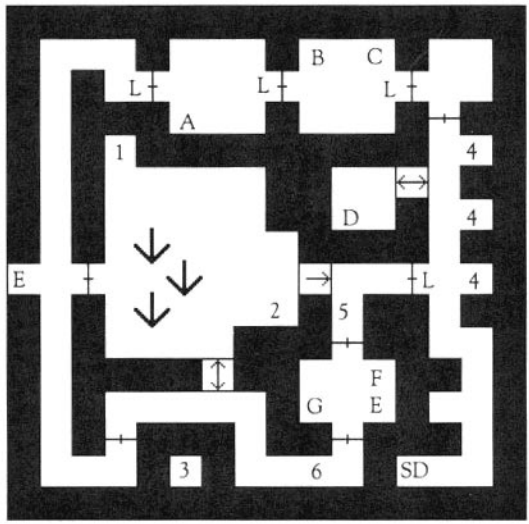
Far into the wilderness between Ottarje and Orvil, a wolf makes its home in the deep of rock under the Arkanian earth. Numerous visitors have come and gone, yet the skeletons left behind serve as a gruesome reminder.



1. Party finds a silver helmet on the ground.
2. Food for the wolf - a number of dead bodies lie on the ground. Among them the party finds 2 swords, an orc hook, 2 daggers, a heavy dagger, chainmail armor, a rope, a shovel, a lantern and a book.
3. A skeleton of an unfortunate traveler. Party finds a sabre, a dagger and a bottle of brandy.
4. Watch out! Corridor in danger of collapse!
5. A crack in the wall. Inside, there is an amulet that protects its wearer from hunger and thirst.
6. Watch out! Corridor in danger of collapse.
7. A pile of dung. A character may search, but will lose 5 points of charisma.
8. Party finds an old lantern.
9. Shaft down. It cannot be used.
10. An unfortunate elf breathed his last here. Party finds a dagger, a long bow, a leather shirt, a rope, a blanket, a waterskin, a tinder box, a recorder and a potent healing potion.
11. Party comes across a skeleton's hand.

Spider's Cave, Level 1

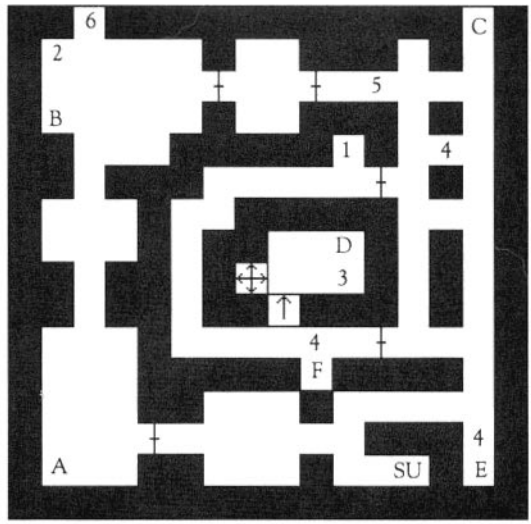
There are those moments arachnophobic adventurers dread - the whisper of a touch on the leg followed by the patter of seven more. Swords drop, brave warriors scream and brush frantically to remove themselves of a creature as tiny as their ducats. This place, the Spider's Cave, located on the road from Ottarje and Skjal, is - to those warriors - a nightmare come true.



Note: If all the characters put on the robes found in chests A, E and F, they will be attacked less and will also receive some adventure points.

1. Characters are presented with a riddle. The answer is Spiderweb. After answering the question, the characters are teleported to the second level of the cave to the room containing chest D.
2. A statue of a spider demon, engraved with the letters S, N, A, T, C, A, M.
3. Your party can only reach this location after teleporting from level 2. The party faces a riddle whose answer is Mactans. This is the name of the Spider demon, whose name is carved in the statue at 2. Answering the riddle successfully, the characters are teleported to level 1.
4. A fearsome battle with a spider. After the party wins, make certain to take along the crystal the spider left behind.
5. Trap.
6. Pit.

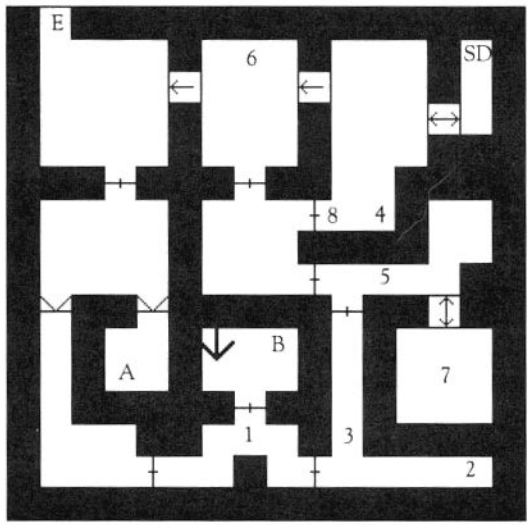
A. Treasure chest.
B. Treasure chest.
C. Treasure chest.
D. Treasure chest.
E. Treasure chest.
F. Treasure chest.
G. A ladder leads down from the inside of the chest.



1. Inside the cave lie the bones of previous victims.
2. A cache of spider's eggs lie before the party. The eggs may be burned only after exploring the rest of the cave and defeating the high priest. Once the eggs have been set afire, leave the cave via the fissure in the wall (#6) to avoid suffocation.
3. Teleporter to level 1, #3.
4. Trap.
5. Pit.
6. Exit.

A. Treasure chest.
B. Treasure chest.
C. Treasure chest.
D. Treasure chest.
E. Treasure chest.
F. Trapped treasure chest cannot be opened.

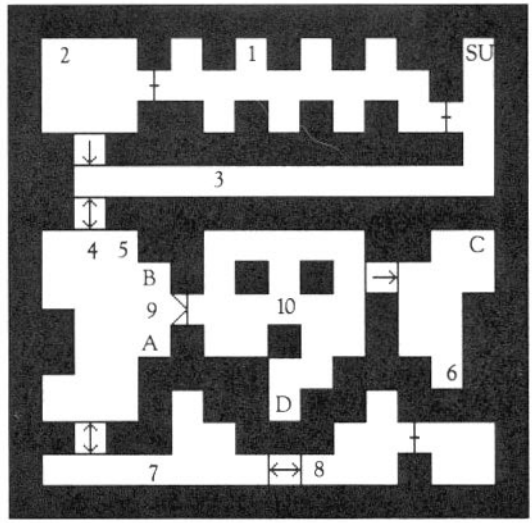
In better times, before the Orcs and their conquests, the road from Ottarje to Daspota was well traveled. Inns, taverns and merchants held shop along the route and fared well even in troubled times. Nowadays, the road is traveled mostly in haste, and it is seldom that a party rests by its sides . . . let alone has need of an inn. Yet, the Tumbledown Inn catches its fair share of customers.



1. A sticky fluid ensares the characters, but has low damage potential.
2. Trap door.
3. Stop! Only one chararacter at a time may pass through the narrow opening. Use Split Team, and reunite on other side.
4. One member of the team must stay here (use Split Team) for the stone block to be lifted. Select Next Team when the characters are standing in front of the block.
5. The stone block that halts party's way (see #4).
6. The Statue of a Raven. If broken, the corridor to the west opens up.
7. Two sorcerers and three mummies attack. A fierce encounter!
8. Four zombies attack.

A. Treasure chest.

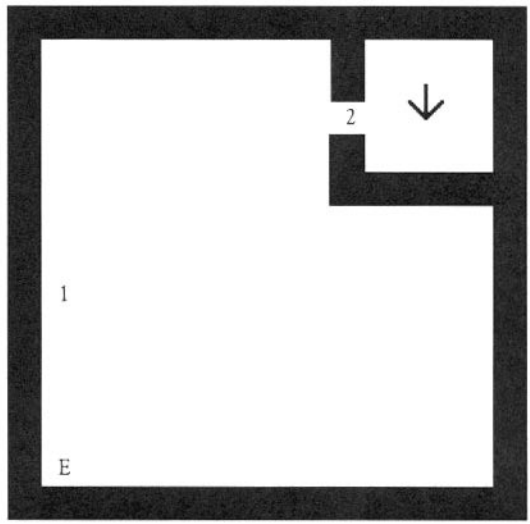
B. Treasure chest.



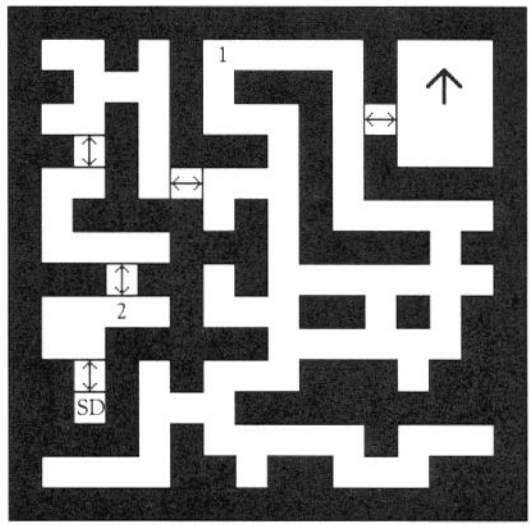
1. Chained prisoner babbles to the party - he's out of his mind.
2. The body of a young adventurer is found. On his person, a blanket, water and a dagger.
3. More sticky fluid sticks to party members.
4. Fight against 4 zombies, 1 mummy and 1 magician.
5. A lever protrudes from the wall.
6. Lift upstairs.
7. More sticky fluid.
8. The torturer gives an alarm!
9. Crossbow bolt trap.
10. Trap! One player turns to stone if trap is not deactivated.

A. Treasure chest.
B. Treasure chest.
C. Treasure chest.
D. Treasure chest.

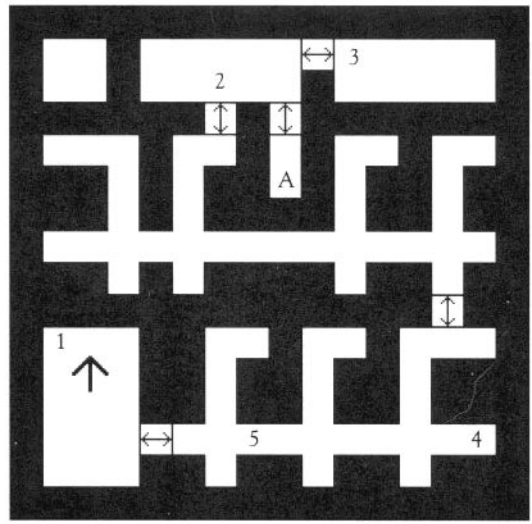
He has fallen from the holdings of Magicians and Magiciennes throughout Arkania. He is known simply as the Dark Mage, and some speculate that his other exploits may well have been at the hand and in league with the God Without a Name. It is here, in this three level fortress, that this dark mage resides.



1. Encounter Orcs. If your party wins, they receive a bag with magic dust and numerous swords. Use dust anywhere on this level to open wall at 2.
2. Use dust from 1 to open wall.



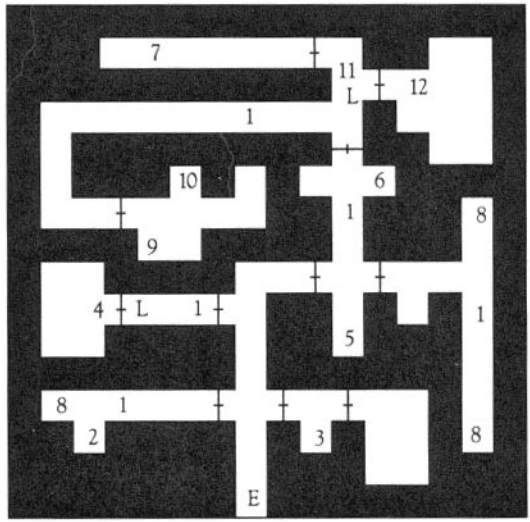
1. An elf-woman presents you with a vial containing Elixir of CR (+5 CR)
2. Party attacked by a sorcerer and an orc.



1. Party finds a vial containing Elixir of CR (+5 CR).
2. Encounter a sorcerer and an orc.
3. The Dark Mage. Intense combat yields an amulet that gives +5 CR. He is also in possession of a map fragment.
4. Teleports to 5.
5. Teleported from 4.

A. Treasure chest.

In Prem, an abandoned mine is testament to times of better economy and life when people were not fearful to venture out of doors and into the earth. Now the mine is nothing more than an empty cavern that holds secrets for those brave enough to venture inside.

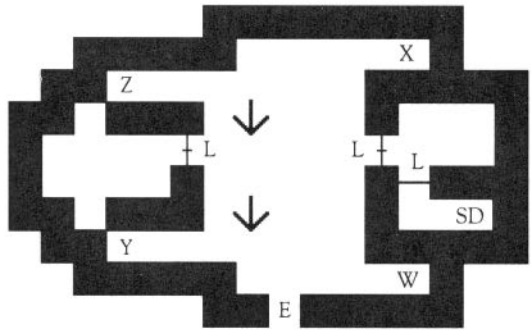


1. The tunnel has collapsed, but can be cleared.
2. The sad remains of a long dead adventurer.
3. Party finds 1 lantern.
4. Former tool depot. Party finds 3 hoes, a shovel, 3 ropes, 3 hammers, 15 torches, pot helm.
5. A hole in the ground.
6. A dead adventurer's body. On his body the party finds a dagger, a tinder box, 2 torches and a rope.
7. A mummified body waits. The party finds a dagger, sword, torch, tinder box.
8. The tunnel ends abruptly.
9. The party finds 3 silver coins and 11 copper bits.
10. Fool's gold.
11. Door pressed into frame.
12. Old common room (encounter a bunch of skeletons).

Traveling the waterways of Arkania with her ghostly crew is none other than the Ship of the Dead, the source of many men's nightmares and sorrows. Her decks are filled with the spirits of those long since past . . . yet too evil to move on. Where the ship will show itself isn't always certain. Yet, those adventuring enough may someday find her.

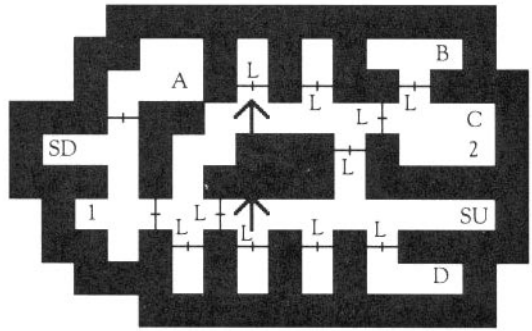
**Throughout Ship of the Dead,
U goes to u, V goes to v,
W goes to w
and so on.**

Main Deck



Stairs: W, X, Y and Z go to 1st Upper Deck. Stairs "SD" go to 1st Lower Deck. "E" is the exit.

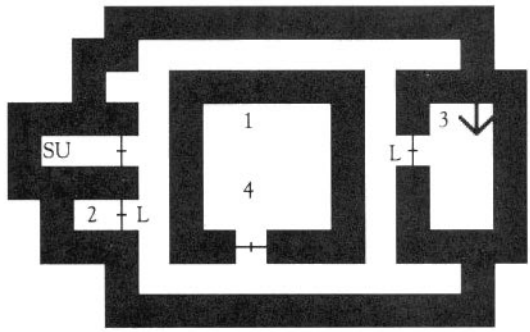
1st Lower Deck



1. A crossbow rests on the floor.
2. Trap door.

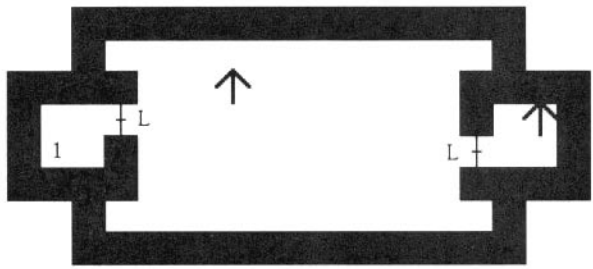
A. Treasure chest.
B. Treasure chest.
C. Treasure chest.
D. Riddle. Its answer is Marbo. Party receives a gold key (used to open chest A on 2nd Upper Deck).

2nd Lower Deck



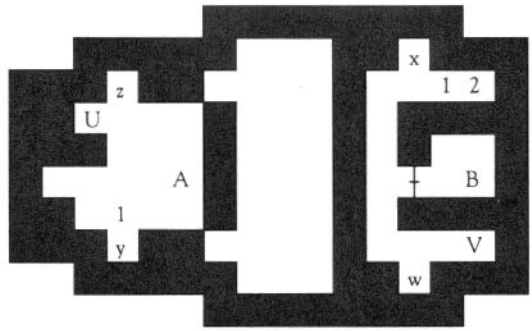
1. Trap.
2. A magic amulet can be found here (Fiat Lux).
3. An adventurer's body rests before the party. On its body, you find a sword, a dagger, gold jewelry and lockpicks.
4. Combat! After winning the fight, the character can collect another magic amulet (Fire's Bane).

3rd Lower Deck



1. Ardora of Gryphon's Ford, a seventh level warrior woman, is held captive here. After her successful release, she joins the team.

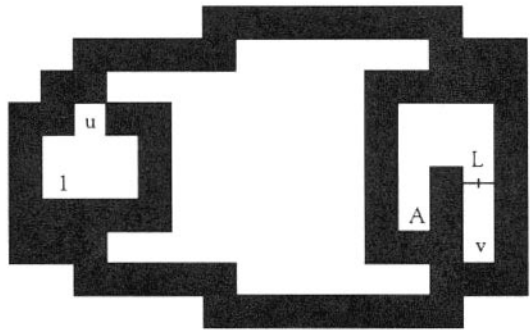
1st Upper Deck



1. Trap Door.
2. Party finds a sabre.

A. Treasure chest.
B. Treasure chest.

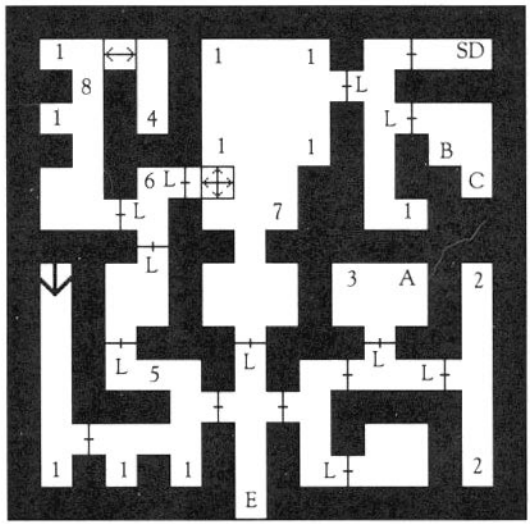
2nd Upper Deck



1. Meet Ardora of Gryphon's Ford (a 7th level She-Warrior). She's held captive here, and needs the party's help. After her release, she offers to join the party.

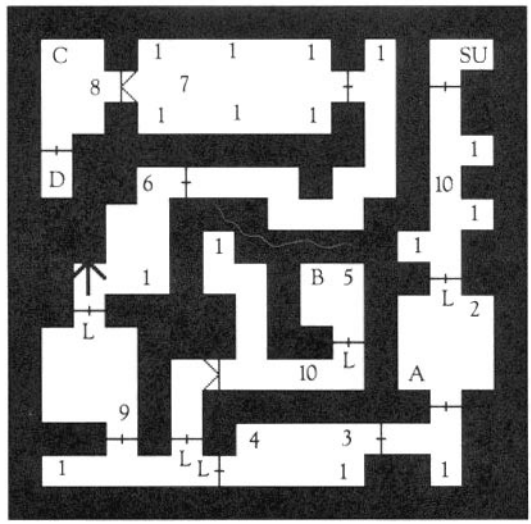
A. A treasure chest. It can only be opened with the gold key from the 1st Lower Deck. Inside the chest is a demon to be vanquished. After the fight, the characters should hurry to leave the ship, unless they want to be pulled down into a watery grave.

He is the most feared spirit in all of Arkania, the God Without a Name. So dark is he that no one has spoken his name for generations just in case the word should call him to be. It is here that his evil brethern worship him, in the Temple to the God Without a Name.



1. The party discovers statutes of Him Without a Name. Do not touch them; destroy them.
2. Latrines.
3. A fireplace.
4. Pull the lever to deactivate the traps in the western half of the temple.
5. Trap! 12 small crossbow bolts hit the party.
6. Trap! 12 crossbow bolts shoot from the floor.
7. Trap door!
8. Trap! Crossbow bolts!

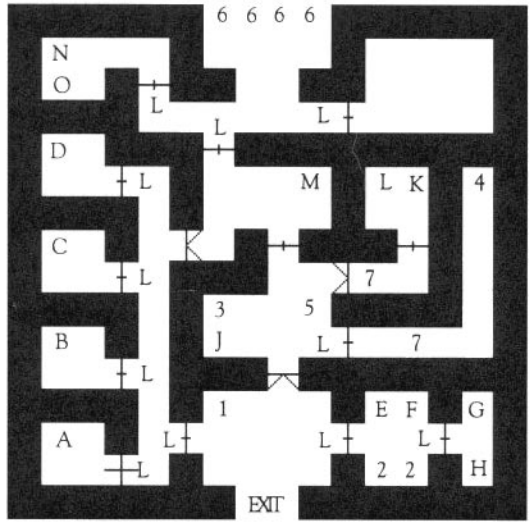
A. Treasure chest.
B. Treasure chest.
C. Treasure chest.



1. Statues to the God Without a Name. Do not touch them; destroy them.
2. This lever activates the traps.
3. The priests of Him Without a Name attack.
4. This lever has to be pulled down and held (split party) to raise the stone block at 6.
5. The crystal on top of the chest has to be destroyed by magic (Ignifaxus or Destructibo). It cannot be smashed.
6. The stone block must be raised by the lever at 4.
7. The temple altar. Smash it! However, keep the small figurine to give to Eliane Windenbek.
8. The final confrontation with the high priest.
9. Trap door!
10. Trap! Crossbow bolt!

A. Treasure chest.
B. Treasure chest.
C. Treasure chest.
D. Treasure chest.

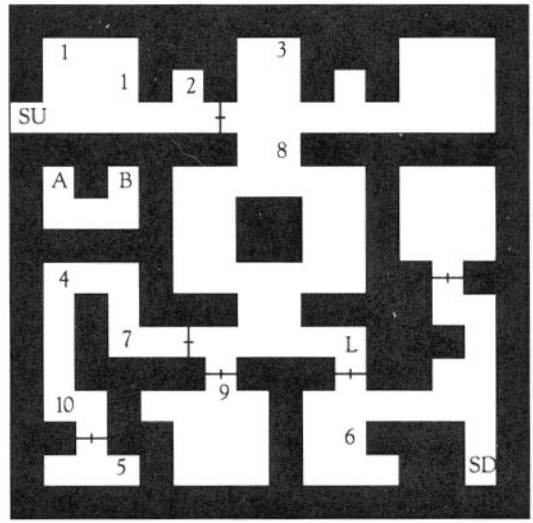
By night, they pillage the towns dotting Arkania's coast, and here in Pirate's Cave on Manrek Island, they hide their bounty. Those lucky enough to come across the cave - and strong enough to fight their way through - will reap the bounty of the pirates' exploits.



1. A cauldron of soup. The characters should not eat the soup. It won't agree with them.
2. The barreled water is safe to drink.
3. A lever protudes from the wall. Pull and hold it (split party). Based on the position it is held in, the secret doors or the illusionary wall are opened.
4. Viewport.
5. A statue of Swafnir. Make an offering of a net or trident (use object). This deactivates the trap behind the secret door and activates the trap in the corridor to 4 at 7.
6. Your party should ignore the boat. If they set out to sea, they will be caught in a maelstrom and drown.
7. Traps!

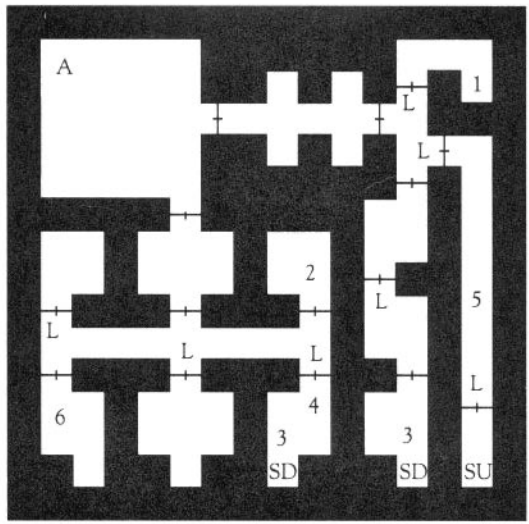
A. Treasure chest.
B. Treasure chest.
C. Treasure chest.
D. Treasure chest.
E. Treasure chest.
F. Treasure chest.
G. Treasure chest.
H. Treasure chest.
J. Treasure chest.
K. Treasure chest.
L. Treasure chest.
M. Treasure chest.
N. Treasure chest.
O. Treasure chest.

Flying through the skies, a fire wing dragon swoops through the clouds, and inspires terror in the citizens below. It's home, on Runin Island, is a strange cascade of undead and treasure. And, those who venture deep will realize the dragon is much different than previously believed.



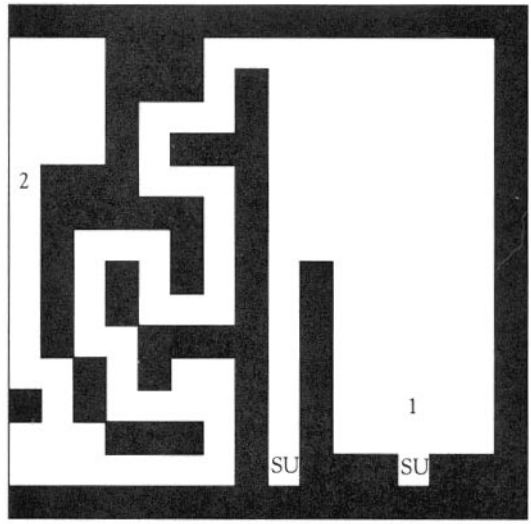
1. A hole in the wall. Nothing to find here except rats.
2. A dead dwarf. The party finds chainmail armor, a hammer, a healing potion and a Girdle of Might.
3. A loose brick with a lever hidden hidden behind it deactivates traps.
4. The pressure plate can be disarmed, but the characters should be careful when going about it.
5. A bowl for donations.
6. A demon attacks the party!
7. Another hole in the wall. Not even rats this time! Character may be wounded.
8. Trap! Spontaneous pain.
9. This room is empty.
10. Three holes in the wall.

A. Treasure chest.
B. Treasure chest.



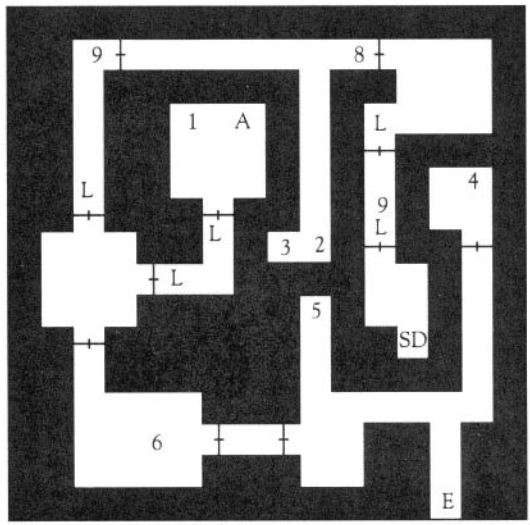
1. This lever is extremely hot. You'll burn your hands! (Wear ring from encounter with zombies, #2, to protect yourself.)
2. The zombies attacking you are in possession of a magical ring that protects against fire (wear ring at #1 to pull lever).
3. The stairs lead down to the dragon and its hoard. It is quite willing to share its treasure with your party . . . if they perform a small service.
4. If the team accepts the dragon's offer, they will meet the five pirates with the platinum key here. Return the key to the dragon.
5. Flame engulfs party! Damage.
6. Walls of room strike you as odd.

A. Treasure chest.



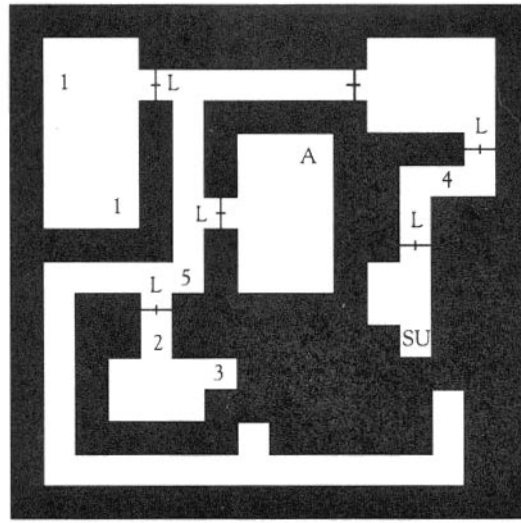
1. The dragon sends your characters on a quest to get a key. Once the dragon has the key, it leaves the cavern, but not before presenting the character with at least four magic items.
2. A deep voice is heard (dead end).

In an area notorious for its pickpockets and pirates, the Daspota Treasure, as it has come to be known, is nearly mythical. The best of Daspota's villians have hidden their treasures away in its confines, while the residents and rogue-wanna-bes have only heard tale of the dungeon.



1. The party finds 80 rations.
2. Explore rest of level first - A trap door! It can be secured with the lever.
3. Explore rest of level first - A secret wall compartment holds a golden key and 30 ducats.
4. An odor emanates from this room. Party gets a book.
5. The party comes across a massive barrel of brandy.
6. Sleeping quarters. If you examine them, you will find clothing and 41 ducats.
8. Door cannot be opened if you go to levers two and three first. It will open after exploring the rest of the level.
9. Flurry of crossbow bolts! Party takes damage.

A. Treasure chest.

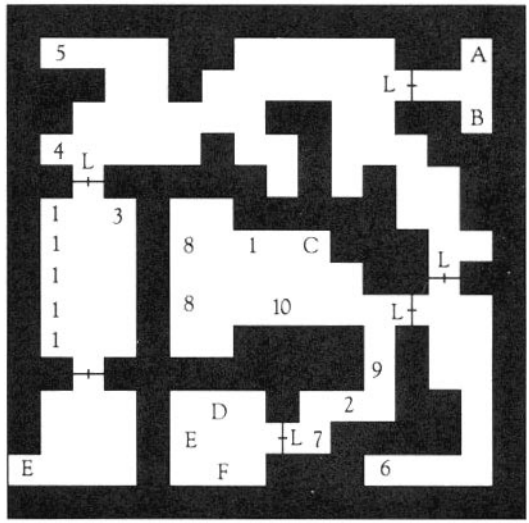


1. A lever is hidden inside a hole in the wall. Resist the temptation to pull the lever . . . it causes acid to rain down on your characters!
2. Three pirates attack!
3. Treasure of Daspota! Party finds 500 ducats, a chainmail shirt, 2 gold jewelry pieces, 2 potent healing potions, 2 potent magic potions and Elixir of ST.
4. Pit.
5. A blade falls from the ceiling. Possible damage.

A. Treasure chest.

Orcs' Cave

Nothing, save the God Without a Name, inspires fear in the residents of Arkania as the endless tribes of Orcs - traveling into towns with a bloodlust and crushing its citzens. Here, in the Orcs' Cave on route from Skelellen to Phexcaer, they have been sighted too many times to name and some fear it is an outpost for the Orcs' activities.

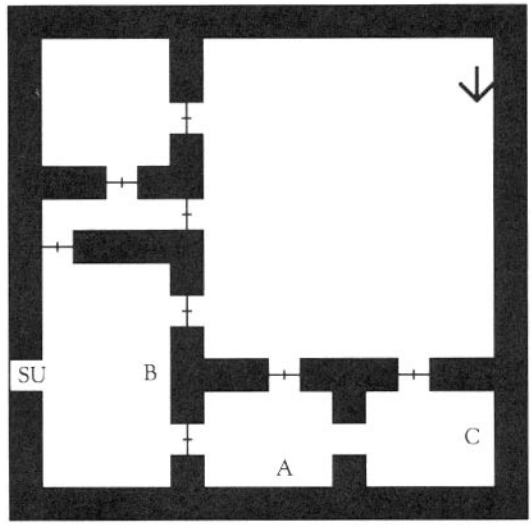


1. An orcish bedstead.
2. Trap! Spears!
3. You come across a barrel with orcish brew. Anyone who drinks from it will lose 1 point of CH.
4. The party finds a supply of orcish incendiary ammunition. It can be destroyed.
5. An orcish cannon, undoubtedly aimed at more Arkanian innocents, is found. You can destroy it too.
6. Latrines.
7. This door offers a lot of resistance. Neither magic nor brute strength have any effect. To open it, the lever at 9 has to be pulled and held (split party).
8. Statues of the orcish Gods Brazoragh and Tairach mock you.
9. This lever has to be pulled and held (split party) for the door at 7 to open.
10. Cauldron of orc slop (yum).

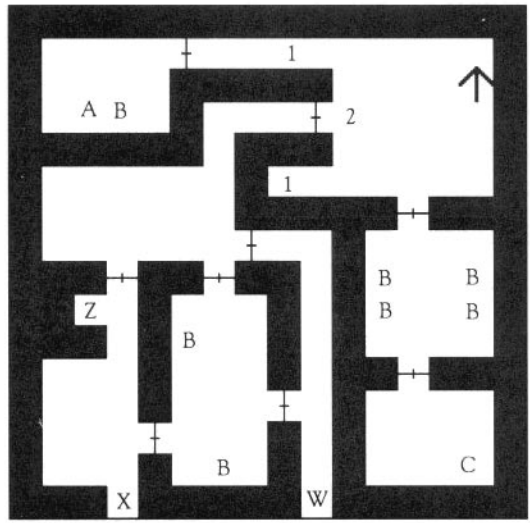
A. Treasure chest.
B. Treasure chest.
C. The chest asks a question in the orcish language. Put a character skilled in languages at the front of the party! The answer is Tairach. The chest contains a moon disk necessary for the ultimate battle.
D. Treasure chest!
E. The chest must be unlocked with a heavy bronze key and contains 853 silver crowns.
F. Treasure chest.

Home of the legendary sword, The Blade of Destiny - Hyggelik's Cave, between Phexcaer and Skelellen, awaits you!

Throughout Hyggelik's Cave,
X goes to x
Y goes to y
and so on.



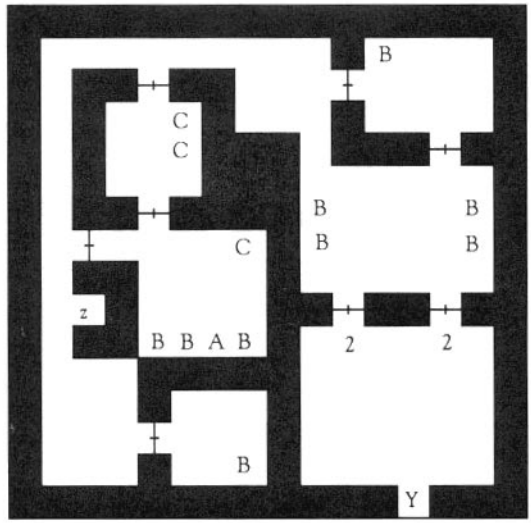
A. Treasure chest.
B. Treasure chest.
C. Treasure chest.



Note: W and X go to level 4. Z goes to level 3.

1. Mirrored wall.
2. The door is locked but can be opened. The team has to split up, and the characters must take positions across from each other. Now, reunite the team without moving any characters. You are informed that the characters can hold hands, but cannot move toward each other. Now, however, a lever becomes visible. The door can now be opened by everyone pulling the lever on the other side of the mirror.

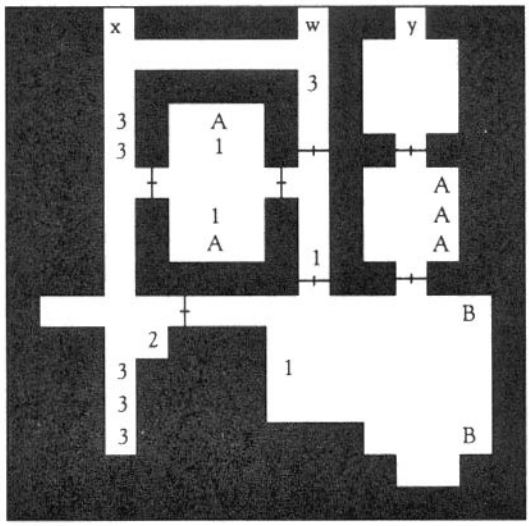
A. Treasure chest.
B. Treasure chest.
C. Treasure chest. (The treasure chest contains the statuettes of the Gods and cannot be removed.)



Note: Y goes to level 4

1. Ancient gold coins lie before the party. Do not take them! If you do, you are bound to stay in these ruins forever.
2. Here, the undead hetman Hyggelik awaits your party, accompanied by 8 zombies and 2 skeletons. Should they survive the fight, one of the characters receives Grimring . . . The Blade of Destiny.

A. Treasure chest.
B. Treasure chest.
C. Treasure chest.



1. A pile of ancient gold coins shimmers before the party. Do not take them.
2. The party finds a rusty, old pickaxe.
3. Rubble decorates the floor, and the ceiling above appears in danger of collapse.

A. Treasure chest.
B. Treasure chest.

You and your band of adventurers have recovered Grimring and saved the whole of Arkania!

In houses, ports and on the trails which connect friends to friends, tales of your triumphs spread. They talk of you over late night fires as they gather with their long lost friends, thanking you silently for making the land once again safe for travel.

In the taverns of Thorwal and the pubs of Phexcaer, toasts are raised again and again to the legendary heroes who accepted the challenge of the Hetman Tronde, traveled through lands unknown and dared the labyrinth of Hyggelik's Cave to recover the land's last hope.

The heroes of Arkania!

And now, your party rests by the sides of the Thossel river, throwing back a stout every now and again and remembering the great deeds of the adventure past.

"What's next?" one of them asks, and looks mildly around to his fellow teammates.

"I'm sure we'll get a calling," your Magician says. "After all, we've proven our worth to everyone in the land. At the slightest sign of trouble, people will ask for us."

Indeed, they will.

Coming Spring 1994
Realms of Arkania: Star Trail

The adventure continues . . .

Notes

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